

GENERAL

\$3.00

 **AVALON HILL**

Volume 20, Number 5



Chris White

The Game Players Magazine

The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only inasmuch as they provide useful background information on current Avalon Hill titles. The GENERAL is published by the Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff. Avalon Hill is a division of Monarch Avalon Industries, Inc., a wholly owned subsidiary of Monarch Avalon, Inc. The shares of Monarch Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the company write to Harold Cohen at the executive offices of the company, 4517 Harford Rd., Baltimore, MD 21214.

Publication is bi-monthly with mailings made close to the end of February, April, June, August, October and December. All editorial and general mail should be sent to the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. One year subscriptions are \$12.00. Two year subscriptions are \$18.00. All domestic subscriptions sent via bulk permit. Domestic First Class Delivery and all subscriptions to Canada and Mexico must pay an additional \$9.00 per year postage charge. All overseas subscriptions must add an additional \$12.00 per year postage charge. Send checks or money orders only. AH is not responsible for cash lost in transit. Those with a current American Express, VISA, MasterCard or Choice may call 800-638-9292 toll free to renew subscriptions or order merchandise. Absolutely no complaints or questions will be handled on this number. Any business other than a credit card purchase must be handled by mail. Address changes must be submitted at least 6 weeks in advance to guarantee delivery. Paid advertising is not accepted, but news of importance to the gaming community is solicited. Convention announcements must be received at least 3 months in advance and contain information pertaining to AH games in use.

Articles from subscribers are considered for publication at the discretion of our editorial staff. Articles should be typewritten, double-spaced, and embrace the tenets of good English usage. There is no limit to word length. Accompanying examples and diagrams should be neatly done in black or red ink. Photographs should have caption and credit line written on back. Rejected articles will be returned whenever possible.

EXECUTIVE EDITOR: Donald J. Greenwood

MANAGING EDITOR: Rex A. Martin

GRAPHICS: Jean Baer, Dale Sheaffer, Charles Kibler, Rodger MacGowan, Stephanie Czech

Cover Art: Chris White

Masthead Design: Stephanie Czech

AREA Technician: Brenda Parrish

GENERAL Subscriptions: Gertrude Zombro

Purchases of Games, PBM kits and parts: Brenda Brauer
FOREIGN DISTRIBUTORS: Overseas readers are urged to make subscription arrangements with the appropriate agent, AUSTRALIA: Jedko Games, 18 Fonceca St., Mordialloc, 3195, Victoria; BELGIUM: Codaco S.P.R.L., 1072 Chausse de Ninove, 1080 Bruxelles; DENMARK: Jörn Eriksen, Sønderstøtten 209, DK 2630 Taastrup; FINLAND: Kulttuurikanava, Korkeavuorenkatu 13, 00130 Helsinki 13; GREAT BRITAIN: Avalon Hill (UK) LTD, 650 High Rd., North Finchley, London N. 12, ONL; HONG KONG: Arnold Enterprise, 10C Lu Shan Mansion, Taikoo Shing, Hong Kong; ITALY: Selegioch s.r.l., Via Fumagalli 6, 20143 Milano; JAPAN: Post Hobby, 1-38 Yoyogi, Shibura-KU, Tokyo; NORWAY: Monn-Eversen & Noddellund A/S, Jacob Aallsgt. 49, Postboks 5122 Majorstua, Oslo 3; SINGAPORE: Wong International Entr., 6 Jalan Sinar Bulan, Singapore 1750; SPAIN: Joc-Play S.A., Aribua 272-274, Barcelona 6; SOUTH AFRICA: Gamma Games Ltd, P.O. Box 2904, Cape-town 8000; SWEDEN: Hobbyhuset, Box 2003, S-750 02 Uppsala.

Rules Questions: R&D, NOTE: all questions should be diagrammed. No questions can be answered which are unaccompanied by a self-addressed envelope. Questions must be based on rules of play (not historical or design matters) and be based on the current rules edition. Questions on more than one game must be listed on separate pages and accompanied by a separate SASE for each game.

IF YOU CHANGE YOUR ADDRESS: Inform us immediately. The Post Office destroys magazines even if you leave a forwarding address. AH ASSUMES NO RESPONSIBILITY FOR ISSUES LOST DUE TO AN INVALID ADDRESS. Please state both your new and old address.

Copyright 1984

Avalon Hill Philosophy Part 101

Back in the "Letters to the Editor" column of Vol. 20, No. 2, I indicated a willingness to compile an informal rating of the suitability of our RBG titles for solitaire and play-by-mail activity. After an incoming tide of some 45 responses by readers, many of whom were kind enough to jot down their thoughts on the subject, I've not received further input for this survey. Thus, it would appear time to mull over the results of this, admittedly, limited data base and draw some tentative conclusions.

At the end of this Philosophy the readership will find a listing of ratings for each title on the War-game RBG and Adventure Game RBG for "PBM" and "Solitaire". The values represent the collective evaluation of each game in terms of its ready suitability for such play. The observant among the readers will quickly note that the order of inclusion

matches the "Overall Value" rating — which can be loosely interpreted as that game's rating for competitive, face-to-face play — of each title from the RBG. Before proceeding, it proves beneficial to "break out" the top ten of our titles for both PBM and Solitaire play:

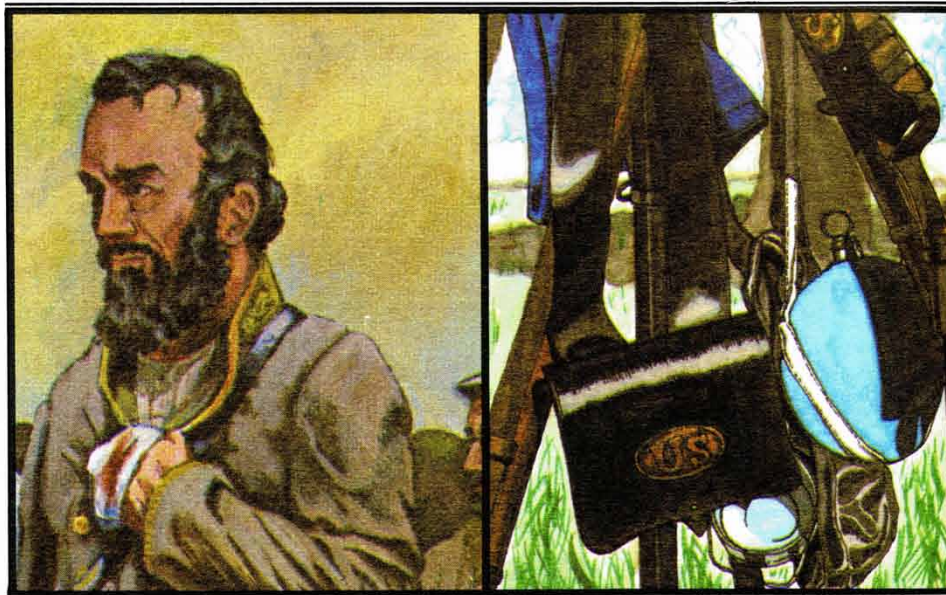
PBM Ratings

1. Diplomacy	1.14
2. Bulge '81	1.15
3. Afrika Korps	1.22
4. Waterloo	1.33
5. Stalingrad	1.36
6. Russian Campaign	1.78
7. Anzio	1.96
8. D-Day	1.98
9. Air Force	2.03
10. Midway	2.10

Solitaire Ratings

1. The Longest Day	2.07
2. Struggle of Nations	2.10
3. Waterloo	2.25
4. Stalingrad	2.33
5. Fury In The West	2.40
6. Russian Campaign	2.55
7. Bulge '81	2.62
8. Little Round Top	2.62
9. Afrika Korps	2.71
10. D-Day	2.73

Continued on Page 30, Column 1



SERIES REPLAY BULL RUN

By R. Martin, P. O'Neil, R. Hamblen

WEST POINT'S FINEST The Commanders at Bull Run

By A. Blumberg and R. Hamblen

REBEL YELL Confederate Set-Up for BULL RUN

By Rex A. Martin

FIRST BLOOD The Battle of Bull Run

By Michael Craighead

KING OF THE HILL Tactical Analysis of LITTLE ROUND TOP

By David Bieksza

THE COMPLEAT DIPLOMAT The Careful Knife

By Rod Walker

NUTMAIL How to Get Your Questions Answered

By Jim Burnett

NORTHFIELD, END OF AN ERA A GUNSLINGER Scenario

By Michael Merritt

EVERYONE'S FAVORITE ATTACK The Mystical 3-1

By James Stahler

THE BLUE AND THE GREY Leaders in Intermediate GETTYSBURG

By James McLean

A KING'S OFFICER The Battles of Richard Bolitho

By Kevin Moulton

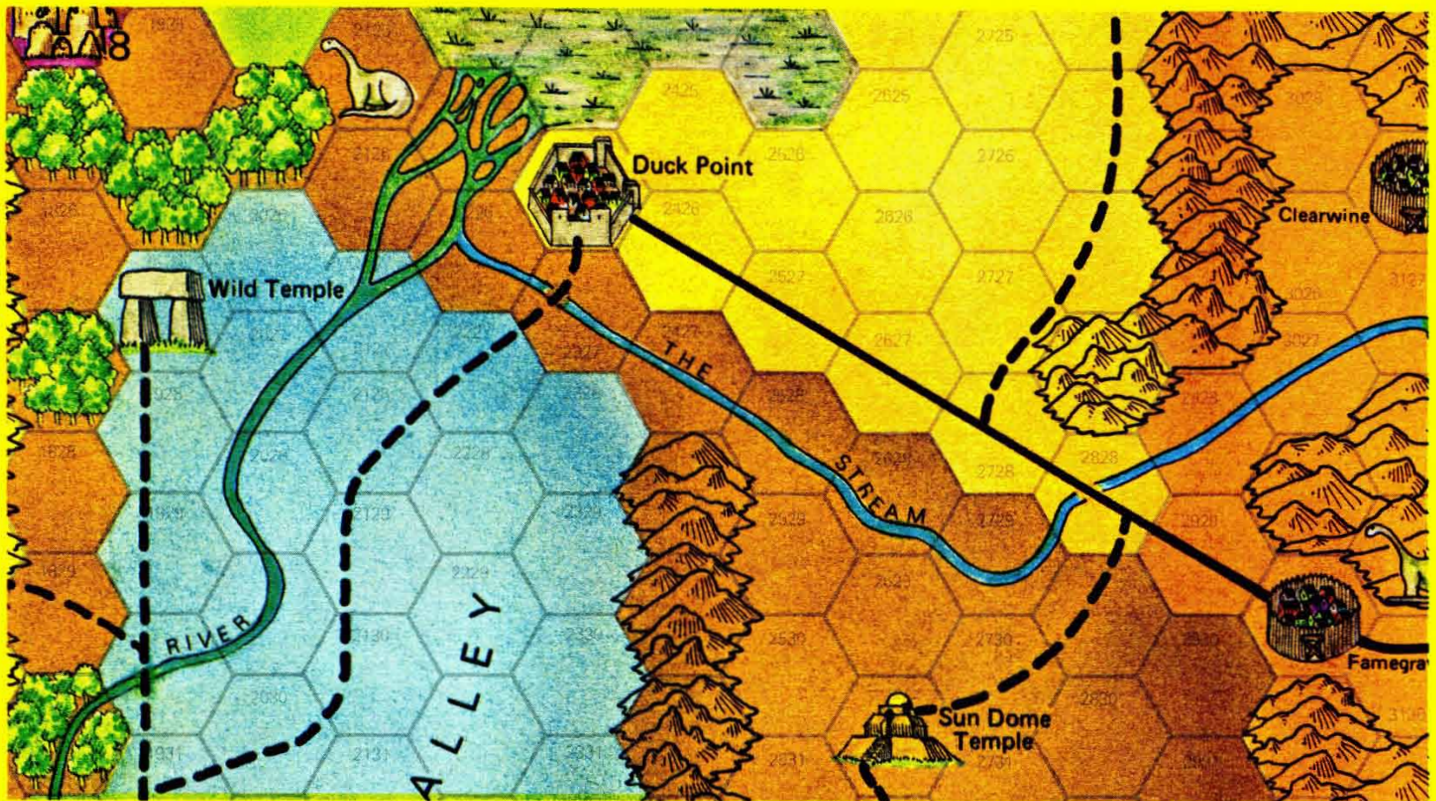
Dragon Pass

Driven shamefully from his home, and his rightful throne, the valiant Prince Argrath lived long among the Nomad Tribes. After years of lonely exile, fate has called him forth to reclaim the lands of Sartar and wreak terrible vengeance on the people of the Red Moon.

In the Temples of the Reaching Moon, focus of the might of this Scarlet Imperium, the forces of empire stand ready to withstand any aggressor. For the glory of the Living Goddess, you are dedicated to

withstand all aggression and expand the holdings of the Red Emperor, the Immortal Son of the Goddess and ruler of her holy empire.

In the deadly hills and quiet valleys of the pass, a plethora of diverse peoples care for their own affairs. Here they stand, they will not be moved. Their forces stand ever-ready to secure their realms from the threat that most endangers their existence. They are independents, powerful and deadly.



Dragon Pass is the most highly acclaimed Fantasy board game ever to be produced. Through its magic, the Players are transported into the Wars of Argrath's Return on the majestic world of Glorantha. Valiant players are challenged to take up the sword of Sartar and reclaim its lands, to don the helm of the Red Empire and destroy the upstart who demeans the Red Moon or to wield the forces of the independents in a desperate struggle for survival.

In a multitude of exciting scenarios, these challenges, and more, are put to you. This outstanding game includes a beautifully written rule book, a detailed map and three hundred counters that depict the forces of these realms.

It presents novel, innovative rules in an easily understandable and enjoyable format. In all of its

precisely detailed and challenging scenarios, **Dragon Pass** demands that you face and master challenges in mortal and arcane combat beyond any that can be experienced elsewhere. **Dragon Pass** is truly a triumph in Fantasy Gaming that must be revelled in to be believed.

Dragon Pass was first produced as White Bear/Red Moon, an Introduction to the world of Glorantha. Avalon Hill is proud to present this revised version of a truly Fantastic Masterpiece.

Dragon Pass is now available for \$16.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add 10% shipping and handling (Canadian orders, 20%; overseas orders, 30%). Maryland residents please add 5% state sales tax.



PANZERGRUPPE GUDERIAN



“Knock Russia out of the war before the first snow falls!”

These were Adolph Hitler's words to his generals as they assembled to plan **Operation Barbarossa**—the code-name for the Nazi invasion of the Soviet Union set for 22 June 1941. General Heinz Guderian, master of the blitzkrieg and original proponent of armored warfare in the **Wehrmacht**, was ordered to lead a **Panzergruppe** of nine tank divisions and dozens of infantry divisions over the Soviet border on this fateful day. Their ultimate objective: Moscow.

PANZERGRUPPE GUDERIAN is a highly detailed and realistic simulation of one of the most critical early campaigns of the Second World War. The game is both deceptively simple to learn and remarkably

enjoyable and informative to play. As the German player, can you recreate Guderian's "Lightning War" or will Soviet manpower overcome you? As the Soviet player, can you stop the Nazi express before your political and cultural capital city of Moscow falls? **PANZERGRUPPE GUDERIAN** will answer these questions and more. The game includes a 22"x32" mounted mapboard on which the 200-plus game pieces fight and maneuver. In addition, an easy-to-digest instruction folder explains the rules in a simple and straightforward manner.

PANZERGRUPPE GUDERIAN is rated 4 on a 1 (simple) to 10 (complex) level. The game may be played *solitaire* without any serious difficulty.

PANZERGRUPPE GUDERIAN is available now for \$18.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21244. Please add 10% for shipping and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.





Confederate Player: Rex A. Martin

Union Player: Paul O'Neil

Neutral Commentator: Richard Hamblen

Since this is the first BULL RUN replay, I will start with some comments on strategy. The rules freeze most of the Confederates opposite Centreville until Turn 4, leaving the Sudley fords unguarded; a Union drive down the Sudley Road cannot be stopped until the Confederates are freed to meet it. The game is more complex than a simple drive through Sudley, however. The Union must also defend Centreville, a massed Union drive has the limitations of being slow and risky (only limited strength can cross the fords each turn and the opposing armies are equal overall), and the Union has alternatives: it can find a weak spot to penetrate, or develop several threats backed up by a reserve to exploit the most promising. The initial setup is critical for both sides; the Confederates must preserve their army and delay the Union, while the Union must penetrate their defenses before the Confederates regain their balance.

Finally, I simply cannot resist the temptation to open each turn's commentary with an appropriate "historical" reference for our battle . . .

Dawn, 21 July 1861

Confederate: I have played this game a great deal against Richard during the playtest, but never against Paul (one of Richard's primary playtesters). Therefore, even though Richard has punished me often enough for taking a forward stance, I'll utilize it against the Union in this game. And I've more ex-

perience with it now. Thus, my setup is fairly straightforward; in essence I'm going to throw everything I can across Bull Run and see how he responds. I can then either promote an offensive, or withdraw to hold the fords.

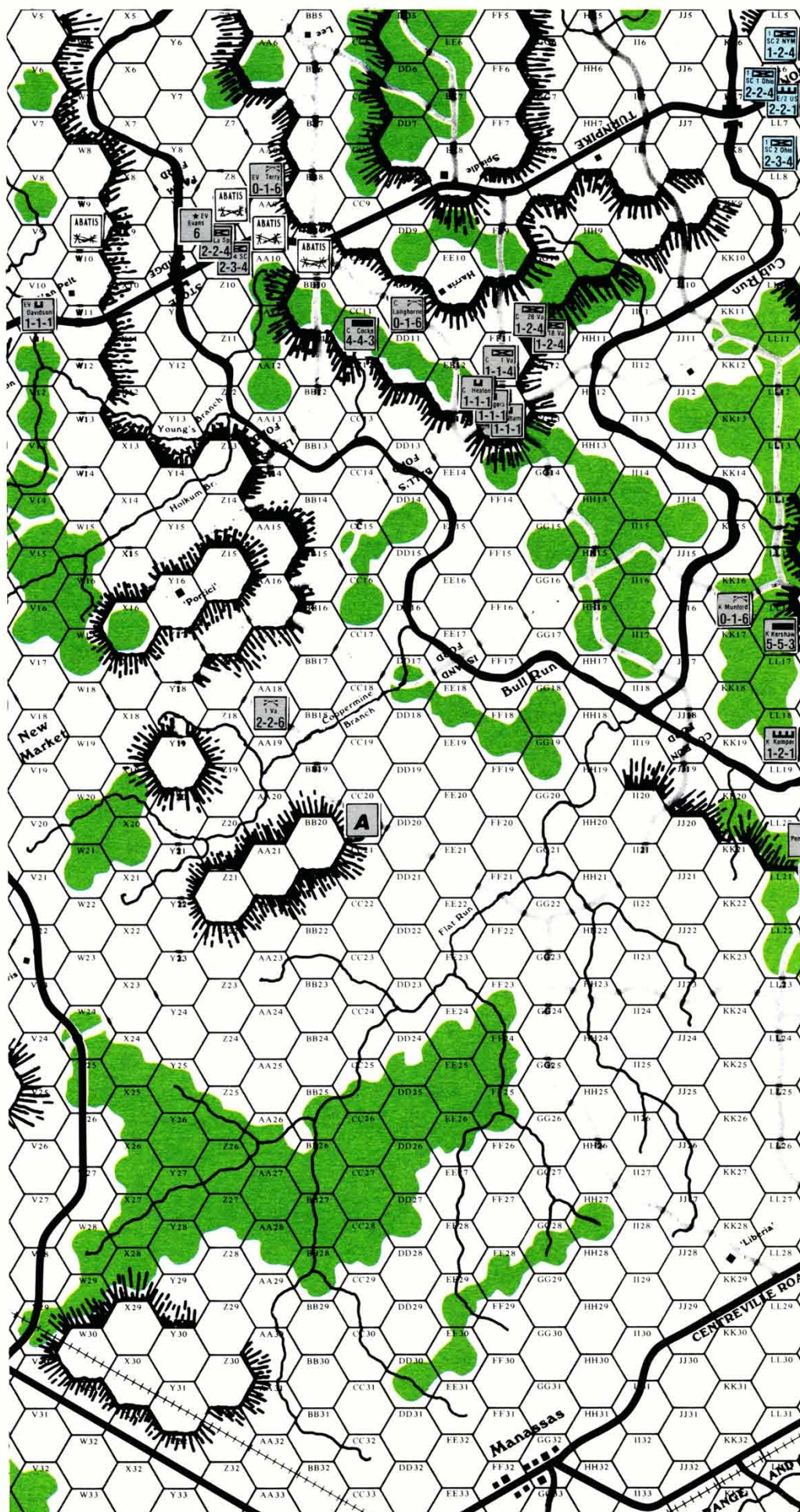
In working my way from west to east, the placement of Evans' force and the abatis is made with little thought. The abatis are placed to insure that the road over the stone bridge is interdicted as long as possible. Evans himself masses behind these, ready to move west across the bridge if the situation develops around Sudley Springs as I anticipate. Alternatively, he is in position to coordinate an assault with Cocke to clear the region between the runs and pressure the western approaches to Centreville. Now, a tough choice must be made—who to sacrifice to slow the Union development across at Sudley Springs and guarantee that Smith comes on at Manassas Junction. I will likely lose either the irreplaceable Terry or equally irreplaceable Davidson. One of them must dash for hex P6 to spring the 1st Virginia Cav past any Union cavalry in the area. I think that Davidson is the sacrifice. Terry goes into AA8 to slow any development toward Poplar Ford. He will retire behind the abatis after the first Union move. Of course, he may die if the enemy decides to spring the stone bridge position for their northern flank.

Cocke lies in wait to be awakened by any offensive move on Terry, and on the occasionally key

position at FF12. I have seen some ferocious battles develop in this central area, and have arranged Cocke's command accordingly. From here he may progress toward Centreville, or cross over Cub Run to join the bulk of the forces for a frontal advance (horrors) on the objective. Or, Cocke may simply retire behind Bull Run if pressured, sacrificing small infantry units in the rearguard while the artillery and brigade core retreat. I must admit that I rarely consider this latter satisfactory, preferring to force the Union player that wants to cross here to fight Cocke before assaulting Bee and Bartow ranged along the fords. Cocke is the rock of my left flank, but even he is expendable.

The 1 Virginia Cav is positioned to block any threat to Smith's entry. Bee and Bartow will move to take up positions as far forward as practical. If he decides to develop the northern push, this will likely be south of New Market. I've learned long ago that, with this strategy, any other position is merely ground up by the Union advance from Sudley Springs. In this case, Evans will harass and die to slow the Union drive. Meanwhile Bee and Bartow will await Smith and defend Bethlehem Church in a lengthy withdrawal while I push on Centreville with all strength. This means a grim game, striving to pull his attention from here while I mount a frontal assault on the heights of Centreville to gain a quick win.

In the center, my three brigades can either launch an offensive or extricate themselves (with



some losses among sacrifice rearguards) should the damn Yankees attack. All three are set to awake at the slightest move by the Union on their positions. Jackson will cross or not as the situation indicates. Pendleton and Walton, unless something else develops, will push forward for an artillery duel with whatever he has facing me. Early is poised to cross at McLean's, joining with Jones to sweep up the eastern approaches. Alternatively (as always, I keep my options open), Jones will serve as a sacrifice—extracting as many losses or as much time as possible—to slow any advance on McLean's while Jackson shifts south. I've yet to see any offensive develop across McLean's, but it never hurts to be prepared. Or, he may simply sit there, forcing any Union player attacking on my right to guard his northern flank when Jones separates his forces and interdicts the main road.

On my right flank, my greatest gamble. The bridge stays up at the railroad (UU28) to facilitate my advance up the east edge. Ewell and Holmes are positioned to bring on a thrust by the Union 3rd Division. Should it not be committed here, these will follow Jones and Early up the right flank, a ready-made reserve. (Should all this come to pass while he is concentrating on the west, I could have as many as eight brigades concentrated on Centreville, certainly enough to catch his attention.) Should, as I expect, these face the Yankee 3rd, the 6th La will take the brunt (having graduated from high school in Louisiana, and being filled with tales of the Civil War episodes of these polyglot folk, I've no doubt that it will give a good account of itself). With Harrison screening, I take another calculated gamble and place Ewell himself to awake with any assault on the 6th Louisiana. With a definite push, he and his surviving forces will withdraw across to take up positions on the west bank. In point of fact, Ewell's brigade is expendable if he can cause casualties and discomfort to the Union development here.

Now, with my positions set, I await to see where his effort is to be concentrated. Or, rather, efforts—any good Union player will develop two mutually supporting offensives to stretch my lines, pressuring me in several points and awaiting commitment of my reserves before shattering one flank or the other.

In the dark before dawn, the grey columns crossed Bull Run to take up attacking positions . . .

Rex deploys north of Bull Run to attack Centreville, which unbalances his defense even more. It is difficult for the Union player to exploit flaws in his face-down positions, but he still should position his units to either defend or escape if the Union attacks. He has also created command problems by dividing his inactive brigades into four groups, more than Beauregard and Johnston can keep moving. A region by region critique:

WEST: Evans and Cocke restrict the Union set-up and menace Centreville, but they are needlessly vulnerable. Evans should form brigade to protect against bombardment, and Cocke's screen should be AV-proof to protect the meat of the brigade.

CENTER: Longstreet can escape if the Union attacks, but Kershaw and Bonham are trapped against the fords; they should be farther forward or back.

Dawn: On this and the facing page are illustrated the initial placement of forces by the opposing commanders. Not shown, due to limitations of space, are the units in the following hexes: R1—Richardson and Keyes, 1 Conn, 2 Conn, 3 Conn, 2 Me, M/2 US; R2—1 Mass, 2 Mich, 3 Mich, 12 NY, G/1 US; BBB35—Howard, 2 Me, 4 Me, 5 Me, 2 Vt; CCC34—Franklin, 5 Mass, 11 Mass, 1 Minn, 1 Mich; CCC35—Wilcox, 11 NY, 38 NY, 1/1 US, D/2 US; EE34—Hampton Legion. Letter coded counters represent: A—Bee and Bartow, 1 Miss, 2 Miss, 4 Ala, Imboden, 7 Ga, 8 Ga; B—Jackson, 4 Va, 5 Va, 27 Va, 33 Va; C—Porter, 8 NYM, 14 NYM, 27 NY, 71 NYM; D—Burnside, 2 NH, 71 NYM, 1 R1, 2 R1 inf, G/2 US; E—REG, MAR, Palmer, D/5 US, 2 R1 art.

***SOUTHEAST:** The trestle is a delicate gamble—it can be valuable to the Union. Its potential is often unrealized because most Union players do not know how to use it. Nonetheless, it can distract the Union player and divert his troops from other threats, so in practice it usually gives the CSA a small benefit and the Union a small chance of a large benefit. In this case, Rex is clearly trying to draw Paul into the southeast corner of the map, for he has left the Union three hexes at CCC35, enough to set up the whole 3rd Division. As if this were not enough, Ewell is far too vulnerable: his southern units can be trapped and killed, his northern units can be driven away from the trestle (the 5 Ala and Rosser should exchange positions to strengthen the position). Holmes wisely sets up guarding the fords—he may have to fight before he can get a command to move.*

If Rex wanted to attract the Federals to Union Mills, he overdid it; the area is a real weak spot, dangerously close to Manassass.

Union: I've never played Rex before, but from watching him play other games and from Richard's accounts of his fights with Rex, I expected to see an aggressive Confederate commander. I believe however that the Union commander, even if he has to attack, has a slight advantage. I can choose my place of attack, and I have an overwhelming artillery advantage to back it up. The one drawback to playing against an aggressive commander is that it is a lot closer to Centreville for him than it is to Manassas for me.

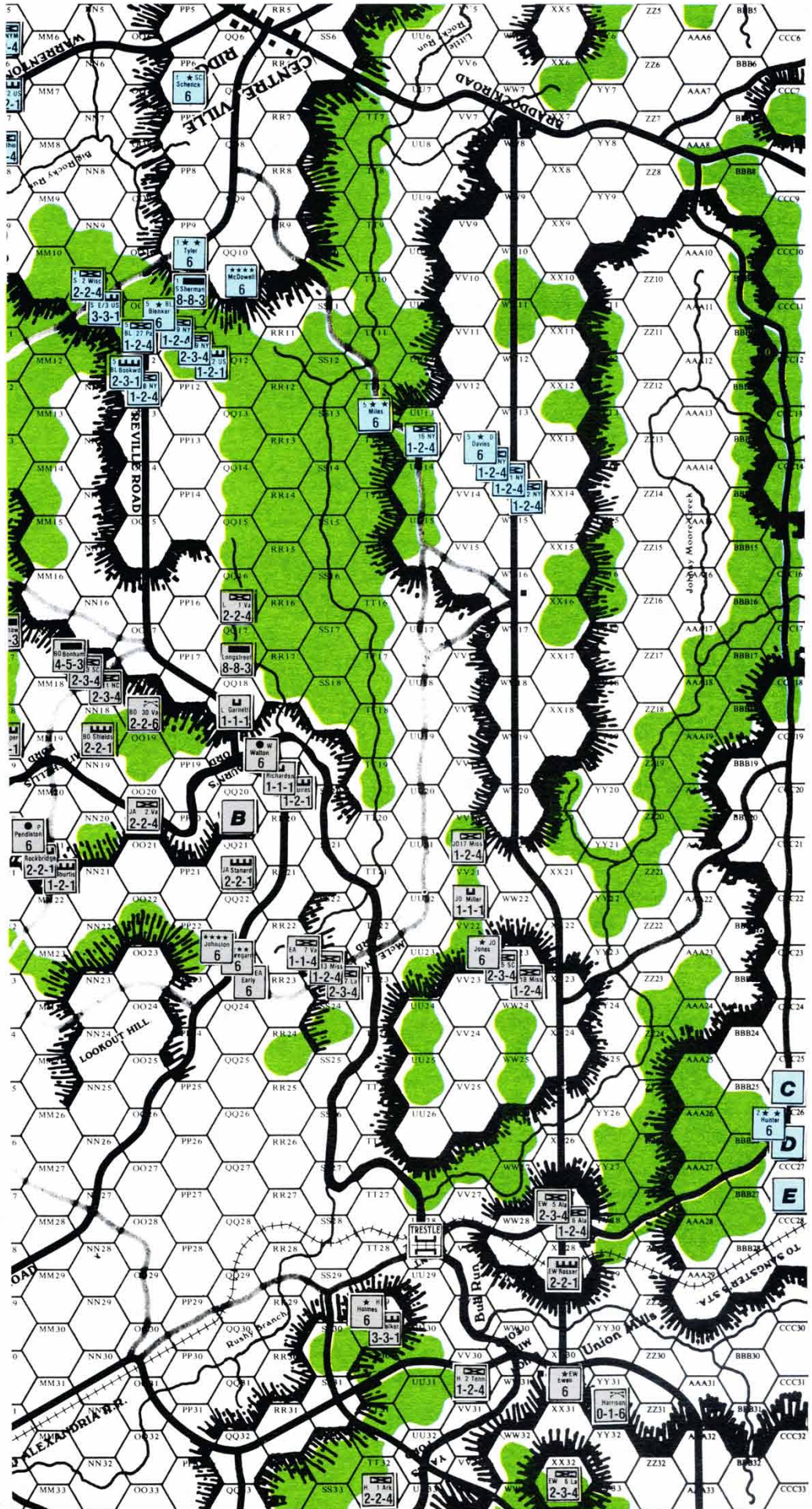
Just as I expected (feared), Rex has set up everything he can on the north bank. He has even deployed the trestle for me. (If I was him, I'd place it also; I think it's an advantage to both players.) I plan on taking advantage of his southern hospitality there. My Second and Third divisions will be placed to attack via the bridge, Yates' and Union Mills fords. I hope to spook him with the numbers, but I won't be too surprised if he is not influenced.

I put Richardson and Keyes up at Sudley Springs Ford; they are strong enough to be some threat, but I intend to use them as a "force of maneuver". Whatever they draw—probably Evans, Bee and Bartow—will be less at the fords for me to face. The rest of the army is at Centreville, along with McDowell. I don't plan on attacking here unless I can get very good odds. I'll just sit and watch him try to move me out. If he is willing to make low-odds attacks, I'll certainly let him.

Delighted by the weak defense at the trestle, McDowell sent two divisions around the Confederate right flank.

Normal conservative play would be to cross strongly at Sudley and Poplar fords, open up the Stone Bridge and the crush Cocke, Kershaw and Bonham at 10:30; the Confederates would be too weak and out of position to stop the Union short of Manassas. However, the opportunity at Union Mills is too dazzling: Holmes and Ewell cannot possibly defend two fords and a bridge for long. Paul rightly decides to smash through here, but his implementation is flawed. An area by area critique:

EAST: With the game at stake at Union Mills, time is critical. The Union must cross before the Confederates can reinforce. Paul sets up to get all three crossings in three turns (the 2nd and 3rd Divisions outflank any delaying defense in the south). but he effectively isolates the 2nd and 3rd Divisions by leaving Jones in control of the Union Mills road. He then ties up Davies in a defensive role instead of



using the 1st Division to drive Jones south against the anvil of the 2nd Division.

CENTER: Abandoning the area west of Cub Run is simply wrong—without changing the forces involved, Paul has given up the initiative in the area to Cocke and has abandoned another road, and isolates Richardson from Centreville. Sherman, Schenck and Blenker are too weak to fight alone, but they are too strong to waste as delaying forces. A single brigade is enough to delay if reinforcements are nearby, and the force saved could be used to attack Cocke and Jones.

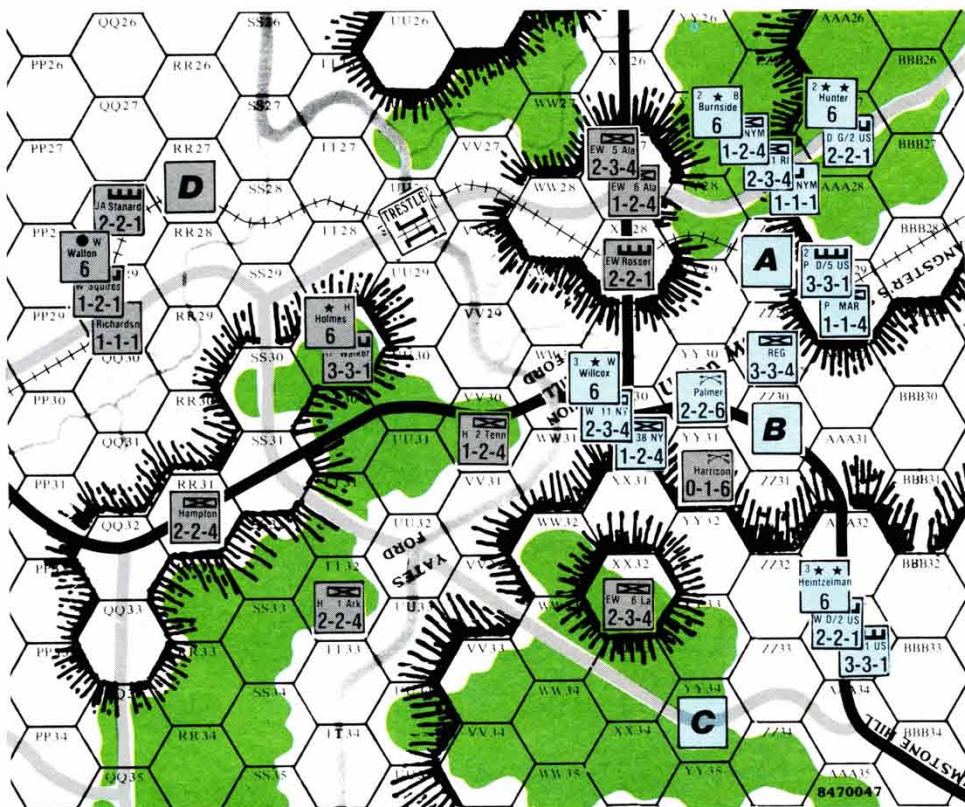
WEST: To save time crossing the fords, any Sudley force should exclude slow artillery and form eight-point groups to save time crossing these fords; and have active leaders in two hexes (to activate both sides of both fords). Paul violates ALL THREE principles: his force totals 25 points, includes slow artillery, and Keyes is active only when in Richardson's hex. The force should be larger and more threatening, or smaller and faster—it could save three turns just by leaving G/2 US at Centreville. Paul is not paying much attention to this group, which brings up an interesting question: with the game at stake at Union Mills should the Union cross at Sudley at all?

As the battle begins, the honors are even: Rex has given Paul a weak spot to drive through, but Paul has broken his army into three isolated groups. The Union, with the better road net, cannot reinforce from group to group but the Confederates can! If the Confederates can survive the initial onslaught at Union Mills, the Union position will degenerate rapidly. Time is definitely on the Confederate side.



9:00 AM

Union: My only moves are to bring on the 4th MI in the south, shift Richardson and Keyes, and bring Porter and Burnside down a hex. This is to enable the artillery to unlimber and fire when I attack. I don't want to attack this turn, since I don't want to wake up the Confederates yet. Johnston needs his beauty sleep.



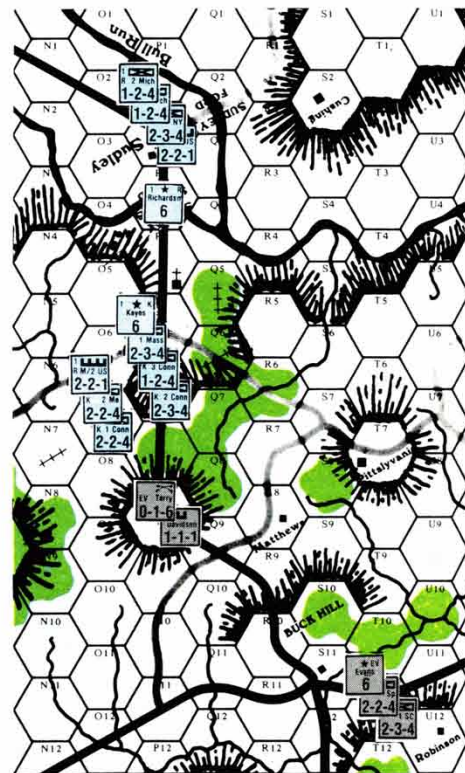
Unaccountably, once in position the Union strike force paused . . .

Paul does not attack! With Sudley a sideshow, this just gives Rex time to reinforce Union Mills: while the Union will be moved only two non-critical brigades, the CSA will move four, plus one battalion and two regiments (and Smith's brigade, approaching by rail). Gambling everything on the weak spot at Union Mills, Paul is letting it vanish by default. G/2 US should at least lead the way into Sudley Ford; apparently Paul has not yet noticed that it will be a problem.

Confederate: Paul's placement is curious; his first turn moves even more so. He has positioned himself to shatter Ewell and launch himself across the run against an unsupported Holmes, a course that would lead to great distress for me since I can get nothing into the area for an hour. The climactic battle would develop for the heights above Rushy Branch, with my forces coerced into attacking a tough position. Yet he pauses, seemingly afraid of awaking the bulk of the Confederate forces. I can't help but feel this to be a strategic error on his part. However, since he is allowing me at least a turn, I must dispatch Walton and Jackson to the region, taking them out of any assault on Centreville. Whatever progresses, I must write off Ewell, whose entire brigade will go down in front of the combined assault of the damnyankees.

But this is not the only curious circumstance. Paul has seemingly ceded me the region between the runs. Cocke can, if this situation holds, readily roll up the Warrenton Turnpike and spread out Union forces screening the westward approaches to Centreville. I wonder if he realizes that not having to fight for this position (as I am wont to do) has given me a strategic advantage in any struggle for the Centreville Heights. Indeed, he seems unsure what to do in the center, merely content to watch developments elsewhere. Evans will remain in place to see if he decides to cross and challenge Cocke. But Terry will gallop west to support Davidson and delay his rather ineffectual threat.

His northern advance is so weak and lackluster that I face a real choice with the Virginia Cav and Bee and Bartow. With no Union threat to the



10:00 AM: Position following Union Turn.

railline, I think then the 1st Virginia will trot eastward to await opportunities to cross the run and play games with his command spans and exposed flanks. Meanwhile . . . hmmm, I can send Bee and Bartow farther than I had thought to totally cancel any threat to Manassas from the west. So, Bee and Bartow march toward the main road, which will allow me to project them into his force as soon as possible.

I can't help but feel that Paul has erred with his strategic plans. He has three distinct forces, unable to support each other, with his weight on my right. But he has not used this weight at its most opportune moment (i.e., immediately). Instead he is allowing me to react to it, strengthening the area with both a strong brigade and artillery. While I can't save Ewell, he will cause a delay while the damnyankees steamroller him. This extra turn will bring my reinforcements within range. Meanwhile, the rest of my army sits and awaits developments.

In a flash, Beauregard perceived the threat to his right.

This is Rex's first move since the weak spot at Union Mills was revealed, and he reacts with cool disdain: everything movable heads for Union Mills at top speed. Only Evans stays in the North. Evans could go to W11 and bottle up P8 next turn, but why frustrate Richardson? His continued advance is the only excuse the Union has for delaying!



9:30 AM

Union: Continue moving through Sudley (nice day for a dip). And I move Blenker and Davies to better positions. Davies has shifted to threaten McLean's Ford, while 16 NY serves as a rearguard. I must have patience; my motto is, "Come big or stay home". I don't want to make small scale attacks

10:00 AM: Position following Union Turn. Letter coded counters represent: A—Porter, 8 NYM, 14 NYM, 27 NY, 2 RI inf; B—Franklin, 5 Mass, 11 Mass, 1 Minn, 1 Mich; C—Howard, 3 Me, 4 Me, 5 Me, 2 Vt; D—Jackson, 4 Va, 5 Va, 27 Va, 33 Va. Note that Harrison is Aved, and Palmer has ridden down Ewell.

that win and then have no one to take advantage of the victory. Besides, I think Ewell may be sitting at XX32 waiting for me to move there. I am used to fighting my way across the river, so I'll surrender the slight advantage I have now. It's still a long way to Manassas. I refuse to be lured by his unit (Davidson) at P6; if I attack, I'll only be out of command next turn.

An unnatural stillness lay on the battlefield . . .

Paul still waits, with time running out. Slowed by a lack of leaders, Richardson's units stop in P3 to stay active in case the CSA evacuates (actually, one unit should go to P4 lest they stay). One division leader would make a difference—if Tyler were stacked with Richardson, Keyes could be in P3 and his units could be in P4.

Confederate: What is he waiting on? I will simply continue to move into position here, bringing the immediate threat to an end. He might once have crossed here without great loss. Now, any crossing he effects will certainly be costly for him. If I get Holmes and Jackson into brigade, my right is firm in the face of his artillery advantage. And his commitment of his cavalry here is virtually pointless. The area is so constricted that they are not of much use to him until he is across the run. His other flank continues to dawdle along, hardly worthy of a glance now that I've committed Bee and Bartow. Smith, when he arrives, will proceed eastwards to see what trouble he can stir up or support he can lend.

And the grey columns raced against time.

With the delay reducing the danger at Union Mills, Rex shifts Bee and Bartow back to join Evans in a normal delaying action against Richardson. The weak cavalry and artillery suffice to hold P8, since even if the Union attacks, it must pause to finish crossing.



10:00 AM

Union: Now is the time to attack. I found a mistake—I should not have moved to CCC27 but should have stayed on the road at CCC26. Forming Franklin and Howard, Franklin's brigade has an AV on Harrison while Palmer rides down Ewell. My center forces move to take up positions on the outlying ridge line; it's not a great position but it will do for a while. I'll wait for an attack there unless he makes a mistake and leaves me with a good attack. Davies meanwhile moves south to keep a wary eye on Jones. Keyes draws up to face the delaying force Rex threw out; I can form him into brigade next turn and attack. My artillery has few shots, but I'll take what Rex gives me. The bombardment on Rosser works—good omen. I hope it is a portent of what my artillery will do.

Striking suddenly if belatedly, the blue battle lines smashed 'Dick' Ewell's brigade and captured the general at his breakfast.

The Union attacks; Harrison and Ewell go down snappily and the 3rd Division moves up to clear away the 6th La next turn. Rosser is eliminated by a bombardment that should have been a 3-1 assault (to take the hex and block Ewell's remnants away from the trestle).

The Union advance in the center is a minor blunder: the attacks are not worth much and could have been made just as well next turn, since Jones, Longstreet, Bonham and Kershaw are inactive. The advance just allows them to move a turn early, before any army leader joins them.

Confederate: Well, the damnyankees (where I was raised, it was one word, and lower case) finally struck. Now we've several interesting developments. As I feared, Ewell gives his life for the cause,

making his untouched infantry expendable rearguards. He has avoided the Louisianans, obviously hoping to take them out next turn (we'll all hope for an EX here children since I'll not withdraw them). But this is all a misfired shot, since Jackson and Holmes and Walton are now in position.

Meanwhile, Jones and Early will mass under Beauregard to trouble Davies. If he ignores this movement, this force will brush Davies aside and drive north; if Davies retreats as I expect, they'll follow at his heels. If he shifts forces from the 2nd Division, I've succeeded in diluting any assault this turn and will scamper back across the ford. My center is occupied with mere shifting of forces to keep his attention. Only the actions of the 30 Virginia Cav is of any importance here. If I can spring it, it will interrupt his command spans or force him to abandon the ridges around OO15. Either is profitable for me, and cost efficient. (As the readers must note by now, I am a proponent of maneuver.)

Cocke is proceeding to draw up on the bridge west of Centreville. Langhorne will play his usual games, forcing him to spread out a bit to where, if I do hit him and break through, he will be unable to mass the brigade in short time. Bee, Bartow and Evans look to have a quiet day. Perhaps, should the opportunity arise, Evans could be detached to support any crossing of Cub Run by Cocke. To the west, Terry continues to merely annoy, hoping for a shot at a commander or hilltop, forcing him to be cautious in his advance and placement (not that he isn't moving like a spavined snail here in any case).

As the Confederate attack brigades started their advance, the remnants of Ewell's shattered brigade fled north . . .

With nearly everyone active, Rex redoubles his offensive gamble. He sends Johnston to activate the center and Beauregard to activate Jones, reinforces Beauregard and advances Cocke to Cub Run. The center brigades advance cautiously to avoid defeat in detail by the strong Union force. At this point, both sides are offensively overbalanced—they cannot disengage and redeploy in time. The game is now a race to Manassas and Centreville.

At Union Mills, Jackson has been given just enough time to form brigade at the trestle, effectively bottling up the easiest way across the river, but the 2nd Tenn remains a weak spot, vulnerable to a 2-1 attack from Union Mills Ford.



10:30 AM

Union: I didn't think about Rex moving back on my right. It's a good tactic no matter what side you play. The slow crossing at Sudley continues untroubled.

In the center, I make minor adjustments and attack Munford at 3-1 hoping to eliminate that nuisance (result DB2, oh well). Blenker takes the point while Sherman lurks nearby. By moving Jones and Early and Ewell, he has left a hole at McLean's Ford. I wonder if he will leave it open? I'll shift Burnside north to see what I can pick up. I will probably attack Jones, et. al.

The 3rd Division forms brigade and smacks the 6th La. Infantry to clear the approaches; Franklin takes the hill. My bombardments miss as Rex is playing *PanzerBush* and staying out of range of my big guns. Hunter and Heintzelman are positioned to keep everybody active. With my 2nd and 3rd Divisions now joined, a floodtide rolls toward the Rebs.

. . . pursued by the impetuous Burnside.

Paul sticks to his schedule: he hits the 6th La and opens Yates Ford, but passes up the 2-1 on the 2nd Tennessee. Worse, he activates Holmes, allowing him to correct the weak spot. Burnside probably

should move up to threaten a crossing next turn, but driving Ewell's remnants north is an acceptable alternative. Paul will be moving his assault columns into position at all three crossings next turn.

A good player will not risk a low-odds attack while he is winning but he will if he is losing, so Paul can boldly offer low-odds targets until his Union Mills threat gets closer to succeeding. Thus, he leaves Sherman in the open to delay, and he probably does not have to retreat quite so precipitately with Davies.

In the west, the CSA retreat has left Keyes inactive, but Richardson's pieces could at least improve their positions. Is Paul ignoring this theater? If it is that unimportant to his plans, why did he commit any strength to it?

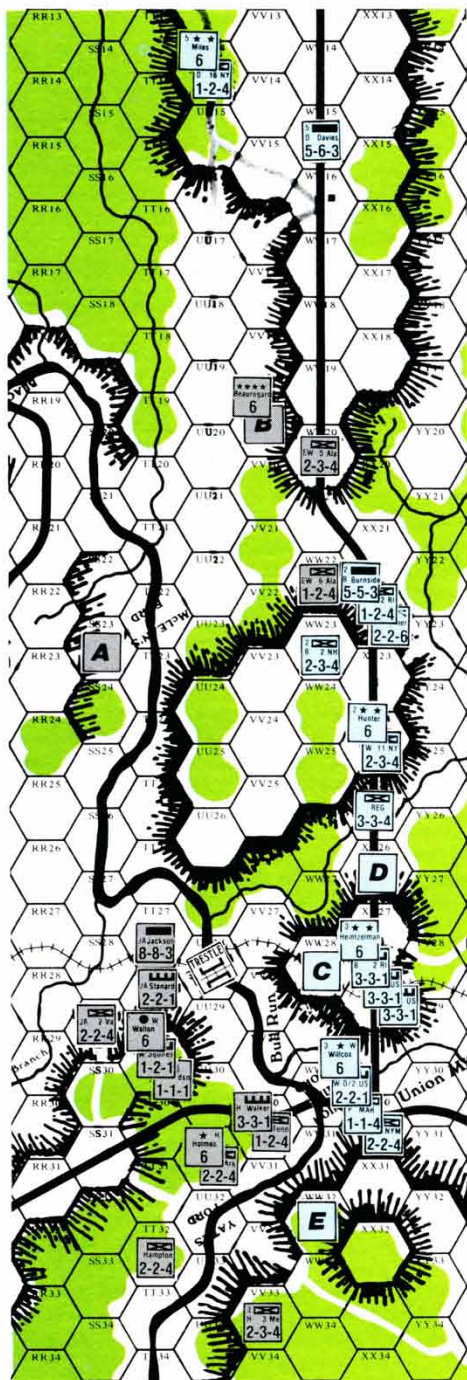
Confederate: Well, the Louisiana 6th didn't bring him any discomfort. But, the opening shots of the artillery duel go to me as he loses a battery. With Smith one turn from arrival, I no longer think that I've anything to fear here. To get across, he must risk some 1-1 assaults, something I doubt that he will do. Likewise on my left flank; with Bee, Bartow and Evans ranged on and around the crossroads near Chinn Ridge. Terry continues to hang around his flank. But I may now dispatch the artillery I've in the area to support Cocke (if I could figure how to keep it active until it joined him). With both flanks secure, I can direct my attention to the center.

The interesting choice I faced this turn comes with his move of Burnside's forces north to threaten my development across at McLean's. I could hit Burnside hard by putting Early into brigade and surrounding Burnside for a 2-1 and then a 3-1 attack on his component parts (why, Burnside could even die and save the Union future grief). A benefit of this would be that I would also put Davies out of command, setting him up for isolation on the next turn when the 30 Virginia drives off his commanders. Then Davies can be swept up by Early and Jones. But, this course could commit me to battle for that hilltop, something I'd rather not trouble with now. (After all, his southern wing is not bothering me, why should I tangle with it?) Alternatively, I could hit Davies at 2-1, but the chance of a disaster stares me in the face, allowing a crossing at the ford by Burnside. Instead, I want to spring the 1st Virginia, protect the ford and pressure Davies. The only way to do all is to send Early scampering back to form brigade on the far side, to cross the cavalry and protect it by sacrificing another piece of Ewell's brigade (it looks like it's time for the Alabamans to pay the piper), and push Beauregard and Jones north. I doubt that he will attack Jones; the odds he faces here run high risk of a loss, which would open the way to Centreville.

Otherwise, my movements before Sherman and sycophants are merely trying to entice him to embroil himself in a dogfight. If I were him, I would withdraw to the ridge itself. If he instead attacks Kershaw (who is being offered for a 1-1 attack with no retreat), I'll swing around him and cut his forces off from the main road. Leaving a rearguard to be chewed up, I can take the town in two turns. If he decides to swamp Longstreet's forward 1st Virginia Infantry (which is screening the 30th Cav for a change) with Sherman, he runs the risk—however slight—that it could retreat to TT12, cutting off Davies and threatening to spring the Centreville Ridge. On the other hand, its demise does not greatly trouble me since I'll merely rally it in a few turns.

Thus far, I have merely reacted to his movements. Little brilliance has been needed to counter his actions. At the moment, I think I've got the strategic advantage. However, I am no great shakes at tactical considerations on the operational level such as this. The issue remains in doubt.

Beauregard posted Early to hold McLean's Ford and await further orders.



11:00 AM: Position following Union Turn. Letter coded counters represent: A—Early, 7 Va, 13 Miss, 7 La; B—Jones, 17 Miss, 18 Miss, 5 SC, Miller; C—Porter, 8 NYM, 27 NYM, G/2 US; D—Franklin, 5 Mass, 11 Mass, 1 Minn; E—Howard, 4 Me, 5 Me, 2 Vt, 4 Mich, 1 Mich, 38 NY.

Rex corrects Holmes' position . . . and immediately creates another weak spot by putting Stanard next to Jackson instead of in the same hex! This not only offers a way across the river, it threatens to trap Jackson against the bend of Bull Run!

Burnside's approach gives Beauregard an unpleasant choice: defending or withdrawing would take the steam out of his attack, but pressing his advance north would commit him before the Union Mills threat is resolved. Rex responds by waffling skillfully. He screens Burnside, advances slightly and sends Early back to guard McLean's Ford where he can reinforce Union Mills, Beauregard or Johnston. The only problem is that Early cannot move at all until an army leader comes back to activate him. Rex is being bitten by his command problems.

Bee, Bartow and Evans form a wide position at the crossroads. This forces the Union to make a poor frontal attack or a long flank march, but once more Rex does not allow for his command problems: Bee and Bartow are slowed down by being separated, since Bartow must get his command from Bee. They will lose a turn if the Union tries a flank march; and if the Union attacks and eliminates Bee, they could easily maneuver Bartow out of the game.



11:00 AM

Union: I'm not willing to attack across the fords yet as I don't have the follow-up troops in position. As I said earlier, it's "Come big or stay home." I'll shift units around trying to keep my options open on where I attack.

I keep moving south on my right; it's still a turn or two away until I attack. My diversion forces will spread out looking for an opportunity.

In the center, I hit the 1st Virginia and 6th Alabama—each at 5-1—going for the kill on these lone (sacrificial?) units. Rats!! Both attacks miss and allow them to escape. And my bombardments are only pinpricks; I'm not getting the shots I thought I would. The withdrawal into the ridge goes well, with Blenker breaking to cover and aid Sherman in his swipe at the 1st Virginia. Davies begins a slow retreat to lead Jones on.

Burnside drove off the Rebels and immediately called for reinforcements.

A campaign to force a crossing has four stages: 1) bombardment and spoiling attacks to weaken the defense; 2) gambling attacks to cross; 3) surviving the counterattack; 4) reinforcing and widening the bridgehead. The first three stages are expensive in casualties, and the Union divisions cannot spare much strength and maintain a favorable edge. The 2nd and 3rd Divisions have 27 units with which to attack 12 defending units (18 once Smith arrives). Paul will need most of his strength to force a crossing at Union Mills.

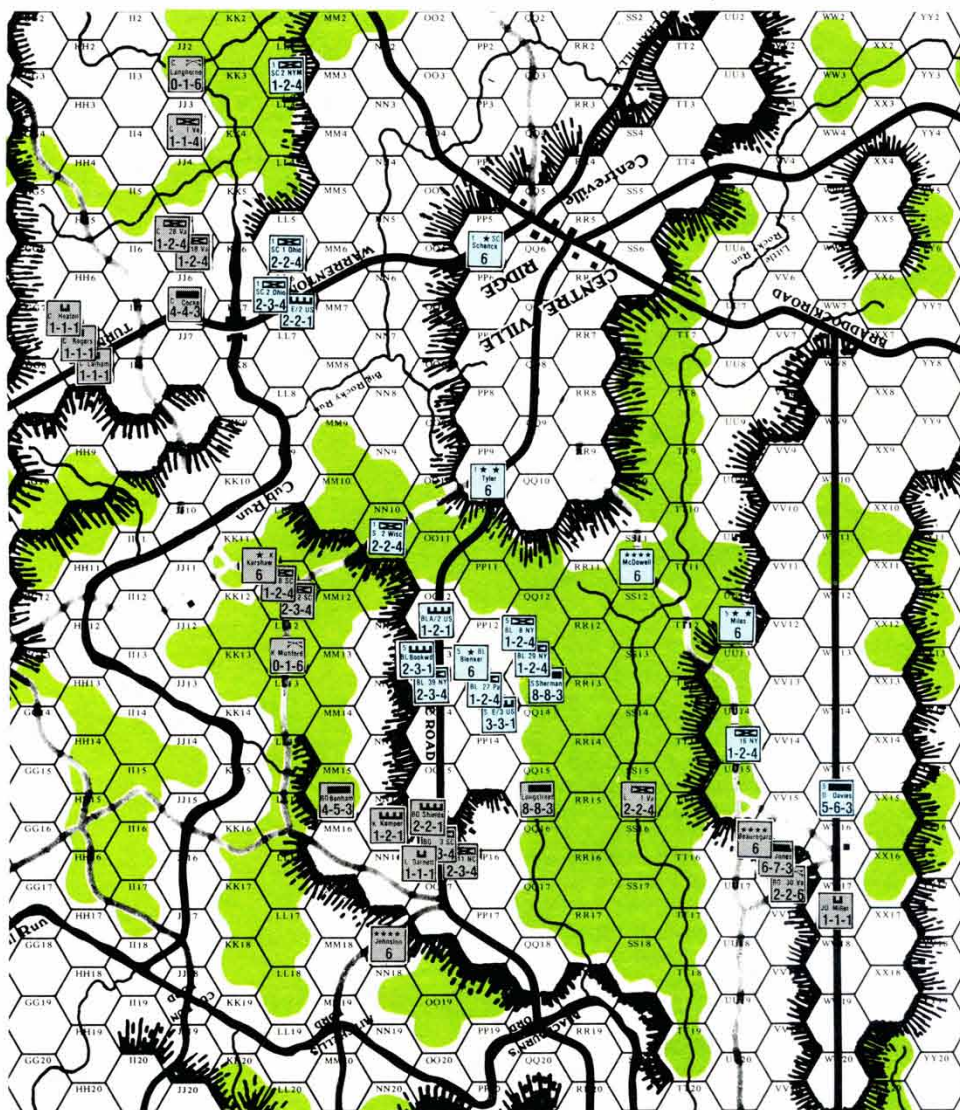
This turn Paul moves most of his troops into position, and Burnside drives the last of the remnants of Ewell up into Beauregard's group. It is time for Burnside to return to his division: he is too weak to deal with Beauregard by himself, and his strength will be needed at Union Mills. Again Davies does not need to retreat so far, but this is hardly a mistake as long as it continues to attract Confederates who might be at Union Mills.

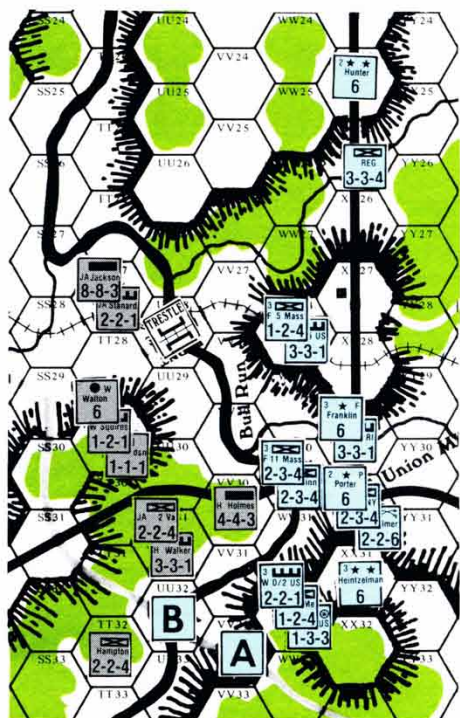
At Sudley, Richardson starts a flank march by artfully freezing the Confederates with a threat to attack down the road (however, he should go to Pittsylvania instead of stopping at S7). If he can beat the enemy to the Stone Bridge, he can hit Coker from behind and eliminate him, free Schenck, reinforce Centerville and open up the whole center! If the CSA will just stay still a turn or two . . .

DEPARTMENT OF LOST OPPORTUNITIES:

Paul misses a neat attack at Union Mills. Risking only replaceable infantry, he could attack Stanard at 3-1, advance and trap Jackson against the river at 1-2. A success nearly wins the game, and at worse

11:00 AM: Position following Confederate Turn.





12 NOON: Position following Union Turn. Letter coded counters represent: A—Howard, 38 NY, 5 Me, Willcox, 38 NY; B—14 NYM, MAR, 2 VI, 4 Mich. Note the MAR, 2 VI and 4 Mich are eliminated in subsequent combat.

the Rebels must make a desperate counterattack to free the brigade.

Confederate: Paul's poor luck leaves my units unharmed. Already he is bemoaning his fate, but I feel it a trifle early to comment on the "luck" in this game. After all, my attacks up to this point have all been minor with nothing at risk, while the burden of attack is on Paul. And his luck is merely a factor of the offensive actions he must take.

Turning to my actual move, Jones and Early both go into brigade. The remnants of Ewell earn respect by retiring in the face of a 5-1 attack to hold Beauregard's rear secure from Burnside and his cohorts. Meanwhile, the cavalry moves to begin spreading out Davies, who faces a rather interesting choice of routes to get himself out of trouble. Smith meanwhile arrives and readies to march toward Jackson. Holmes is preparing to go into brigade next turn. If he is to spring his grand assault, I expect some 1-1 attacks along my river line any time now. The potential for heavy losses on both sides is immense, with entire brigades decimated. This makes it a die rolling contest. And I've no idea how Paul's luck will hold.

The Confederates cautiously improved their positions without disturbing the dynamic balance in the fluid situation.

Rex hastily corrects Stanard's position and now, with Smith approaching, the end of the crisis at Union Mills is in sight. With things going his way, Rex can hardly be faulted for caution. Why risk unstitching a situation that is improving with every turn? Slowness works in his favor, since time is on his side; he wants to avoid creating a threat that might spur the enemy forces into more determined action.

In the west however, this lethargy leaves Evans, Bee and Bartow at the crossroads—they will still have to lose a turn (to activate Bartow) before they can start to catch up to a Union flanking move. Now it is Rex who seems to be paying attention to this front. The delay in the southeast is giving more and more meaning to Richardson's drive.

11:30 AM

Union: On my right flank, Richardson and Keyes move toward the river to get out of command range of Bartow. As long as I'm moving south and tying up units here, I'm satisfied. However, my own command here is slightly awkward. Oh for just one more active commander in this game.

In the center, I fall back. I've been outmaneuvered (which I expected) and have not had any successful attacks (which I did not expect). I won't be outmaneuvered from the Centerville Heights however. The 39 NY acts as my rearguard to cover the retirement to the slopes—although Rex does not seem to be troubling me.

At last I attack in the south. The attacks are such that any exchanges will kill Rebel defenders also. Again I move units around to take advantage of any opportunities, and possibly move north towards Centerville. I also realize now I blew a chance to cross at the bridge by attacking Standard and soaking off on Jackson. I was just blinded by the presence of Jackson in brigade. I also managed to activate Holmes last turn, making my crossing this turn even more difficult. That's two oversights in one turn; I'll have to be more careful.

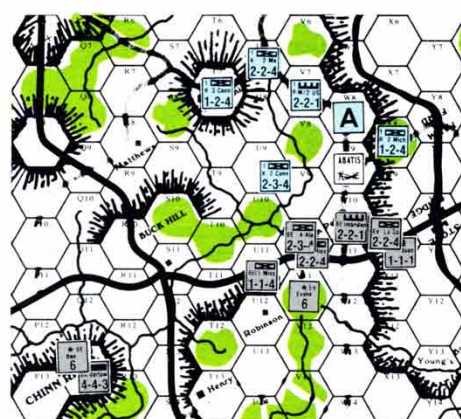
My rotten die rolling continues. My attacks fail and the 4-1 bombardment misses. I'm only glad the 1-2 attack on Hampton was an AB2. Sooner or later, the die will tell.

The Union strategy was losing direction, drifting on the tide of events.

Paul could wait and make a better initial assault next turn, but with time running short he's wiser to make two weak attacks in hopes of disarraying the defenders. Unfortunately, the die shoots the attacks apart.

Sandwiched between Union armies, Beauregard's force is both a threat and a temptation to the Union player, but Union Mills is the critical front. Burnside should go south and leave Beauregard to Davies. Instead Davies retreats and Burnside continues north! This is senseless: alone, Burnside can accomplish nothing except waste time (and Paul is just asking for command and rally problems by splitting the 2nd Division). This is the price for failing to deal with Jones at the start.

Paul also leaves the 16 NY, Blenker and E/3 US vulnerable to fairly good attacks, which is an error. An outnumbered delaying force must be careful to maintain its strength lest it encourage enemy boldness. Out west, Richardson should push the Stone Bridge, but could push a bit faster; the race is on.



12 NOON: Position following Confederate Turn. Letter coded counter represents: A—Richardson, 1 Mass, 3 Mich, 12 NY, G/1 US.

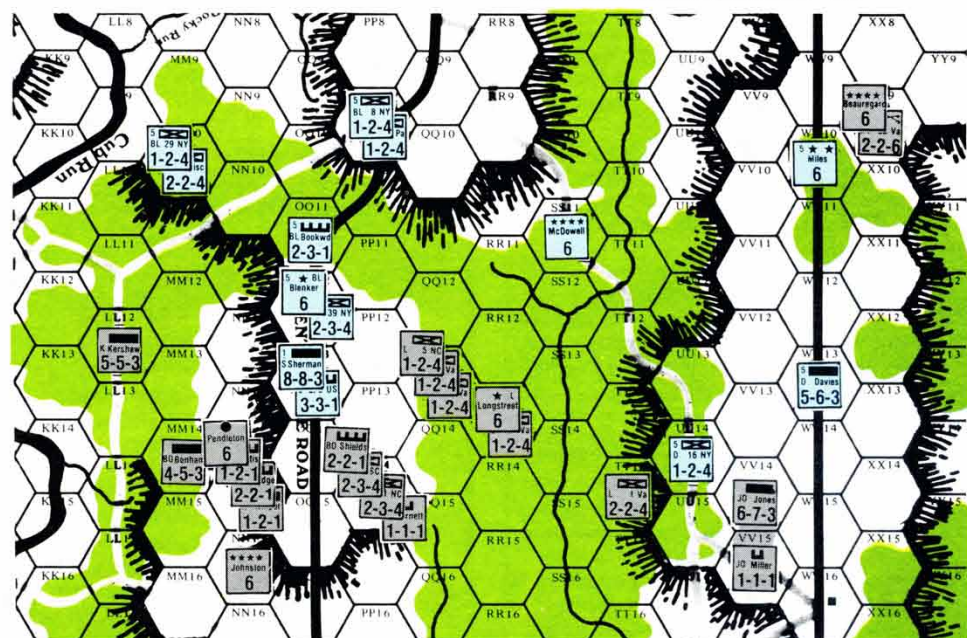
This is very dangerous—except for Richardson, Paul's play seems to be losing direction. The pressure he is applying is slackening, which allows Rex to take the initiative.

Confederate: The first desperate Union assault across the fords in the south is turned back, taking down a couple of Yankee units (one of which will be rallied next turn). Now, Holmes goes into brigade and exchanges places with the infantry/artillery force holding Union Mills Ford. Meanwhile, Smith draws near. Smith will take the northernmost route to keep my options open, but stays near to move onto the hilltop if it appears that Paul is actually going to continue his mad assaults towards Manassas here.

In the center, I'll continue to play games with my cavalry. These fine (and exhausted) horsemen shift to threaten a couple of commanders. Beauregard emulates Ney and takes personal command of the 30th Virginia. Davies continues to delay his retreat toward Centerville, so I'll continue to push on up with Jones. Perhaps I can outmaneuver Davies somewhere along the line and cut him off from the roads to the town. Too, my center will pace his retreat, keeping the illusion of pressure here. If he pauses long enough somewhere before the final Centerville Ridge, I think that I'll launch a 3-1 or 4-1 attack just to worry him (now that infantry losses can be readily brought back). And Cocke continues to lurk around the bridge.

To the west, nothing but march and counter-march.

12 NOON: Position following Confederate Turn.



The Confederates also were content to wait on events.

Instead of taking the initiative, Rex marks time: Johnston and Beauregard slow down, Cocke halts completely and only batteries move to block Richardson (this gives Paul the Stone Bridge). With time on his side still, Rex wants to put off resolving the situation in order to lure Burnside north and delay events around Union Mills. This delicate and treacherous policy can be betrayed by events or Paul's whim, and pays the price of slowing the CSA advance. It is hard to tell, but Rex would probably do better to press his attack on Centreville.

Rex makes another mistake around Union Mills. When a stronger force moves behind Yates Ford, Hampton should withdraw one hex. Staying adjacent just offers a weaker spot for a Union assault.



12:00 NOON

Union: I will be more aggressive this turn—I have to be. If the attacks don't work, I will probably swing north to crush his center forces. In the center I will give him the chance to attack Davies, but I don't think he will. I attack Munford again (Exchange) and keep watching for a chance to attack elsewhere. Sherman holds the point now to dissuade any foolishness on Rex's part while Blenker withdraws.

In the west, both Keyes and Richardson ready themselves to form brigade and smite the Southerners. A battle for bridge may soon be begun.

I'll attack again at Yates and Union Mills. One of these attacks should work. Hurray!! Both work—even if they were bloody. Too bad about the Leathernecks; who told them they could attack artillery and survive. The big thing is that my losses are possible to rally, while his are dead forever. I rally the 3 Me as the best defensive unit. Now, I've my foothold.

As the sun reached apogee, the second wave of Union blue advanced, burst across the fords and swept the defenders away!

This time the Union makes fairly good attacks at both fords, and is rewarded when both succeed! This creates a real crossing with few CSA reserves nearby—this kind of break can win the game if Paul can funnel enough strength across. Unfortunately Burnside is sinking ever deeper into the mire at McLean's Ford. Paul is treating Union Mills as one threat among many instead of his main axis of strategy.

Paul is much more expert in the Sudley area (this game is his first Union Mills attack). Richardson and Keyes prepare to form brigade and clear the Stone Bridge next turn (quibble: Keyes should have all his regiments with him for soak-offs to use with the formed brigade). But the strain of handling five separate fronts is causing blunders: Miles can be ridden down, Davies and Sherman can be surrounded (Sherman at 3-1!) and the 16 NY remains vulnerable.

The success at Union Mills transforms the game—suddenly the Union has the initiative and the crisis is in the East again. Neither side is prepared for the new situation and both sides must scramble to adjust. The side that does so first may well win the game.

Confederate: The damnyankees get a couple of breaks on the die and come across at Yates and Union Mills in force. Holmes is my second commander to go down before the villeins, at the head of his brigade. To add misery to the situation, an EX also takes down the Hampton Legion. Now, a fast development to bring Smith onto the hilltop is necessary. But, I think that it will be at least a turn before he sorts himself out, moves across the fords

SERIES REPLAY

COMBATS CHART

Turn	Units Attacking	Units Defending	Odds	Die Roll	Result
3	Palmer, 1 Mich Franklin Bgd	Harrison	AV		DE
3	Palmer rides down Ewell				
Bombardment:					
3	D/5, 2 RI	Rosser	3-1	6	DE
3	E/3, Bookwood	1 Va	1-1	2	—
3	M/2	Davidson	1-1	4	—
3	D/2, I/1	6 La	1-2	4	—
4	Howard Bgd, 2 Vt, 1 Mich, Franklin Bgd, Wilcox Bgd	6 La	4-1	1	DE
4	2 Wisc, 27 Pa	Munford	3-1	4	DB2
Bombardment:					
4	E/3, A/2	1 Va	1-1	5	—
4	D/5, 2 RI, G/2	Walker	1-2	3	—
Bombardment:					
4	Latham, Rogers, Heaton	E/2	1-1	6	—
4	Stanard, Walker, Walton	71 NY	4-1	3	DE
5	Sherman Bgd, 8 NY, 29 NY	1 Va	5-1	4	DB2
5	Burnside, Bgd, 2 RI, 2 NH, Palmer	6 Al	5-1	2	DB2
Bombardment:					
5	G/2, I/1, D/5, 2 RI, D/2	2 Tenn	3-1	5	—
5	Bookwood	Munford	1-1	1	DB2
5	E/2	1 Ark	1-1	6	—
Bombardment:					
5	Stanard, Walker, Walton	G/2	2-1	5	—
6	3 Me, 1 Mich, I/1, D/2	1 Ark, 2 Tenn	1-1	6	AE
6	2 Vt	Hampton	1-2	4	AB2
Bombardment:					
6	2 RI, D/5, G/2	Stanard	4-1	2	—
6	E/3, A/2	8 SC	1-1	6	—
6	E/2	18 Va	1-1	1	DB2
Bombardment:					
6	Walker	MAR	1-1	6	—
6	Stanard, Walton	2 RI	1-1	1	DB2
6	Shields, Garnett, Kemper, Pendleton	E/3	2-1	4	—
7	2 Wisc, 29 NY	Munford	3-1	5	EX
7	14 NYM, 2 Vt, 4 Mich, D/2, I/1	Hampton	2-1	2	EX
7	MAR, G/2	Walker, 2 Va	1-4	2	AE
7	1 Minn, 27 NY, 11 Mass, 2 RI	Holmes Bgd	1-1	1	DE (Holmes KIA)
Bombardment:					
7	D/5	Stanard	1-1	5	—
7	E/3, A/2	Rockbridge	2-1	2	—
7	E/2	18 Va	1-2	4	—
7	G/1	Imboden	1-2	3	—
7	Jones Bgd, 1 Va	16 NY	4-1	6	DE
7	30 Va rides down Miles				
Bombardment:					
7	Walker, Walton	11 Mass	1-2	5	—
7	Imboden	3 Mich	1-1	4	—
7	Shields, Garnett, Kemper, Pendleton	A/2	2-1	2	—
8	REG, Burnside, Bgd, 2 RI, 2 NH	5 Al	3-1	4	DB2 (elim)
8	D/5, 2 RI, 27 NY, 11 NY, 11 Mass, 1 Minn	Richardson Squires	3-1	3	DB2
Bombardment:					
8	G/1	Davidson	1-2	2	—
8	M/2	Imboden	1-2	1	DB2
8	E/2	18 Va	1-1	6	—

Note: Grey shaded sections are Confederate attacks.

and readies himself for the grand assault. I continue to offer him only poor odds—for the hilltop hexes. He has not shown any proclivity to develop anything rapidly up till now; I don't expect the Union commander to do so. Jackson shifts his brigade to keep the possibility of isolation and a desperate breakout attempt from being brought about by the battles for the hilltop. Walker and the covering 2nd Va. retire to the sanctuary of the hill also, still interdicting Yates Ford.

Elsewhere, the situation develops around Centreville nicely. Have chosen to ride down Miles with Beauregard and the 30th Va. Cavalry. (I had no choice really, as by breaking down, the inept Davies could have contacted them with a 1-1 attack anywhere that made any difference anyway.) But worse for him, these devils on horseback are now one turn from Centreville. I expect to see a mad scramble by the Union forces around Centreville to secure the ridge. If the 30th survives, they will lurk around somewhere in the northeast while Beauregard turns to other tasks. To add to Davies' problems, Jones overruns the 16NY, opening another route to threaten the ridge. In the center, I've broken Longstreet up in order to position forces to move and spring the key hex in the center of his ridge position unless he covers it in strength. Since Schenck must scramble back in the general rush, Coker will cross this turn or next to draw up also. Unless Paul exposes a choice attack, I will spend the next turn getting into position and assessing his defenses.

To the west, finally a shot is heard. Imboden opens up on the massing enemy, unfortunately without effect. Evans breaks up to cover the batteries protecting the bridge; Bee breaks up to cover Evans. This also allows Bee himself to get Bartow moving to the fray. Now, more average attacks or he crosses to the north of the abatis if he wants to get across Cub Run. I still view all this as a sideshow. The battle will be decided around Centreville, and I've still the initiative here.

Desperately Walton and Jackson tried to hold the line until Smith's brigade, last hope of the Confederacy, could reach the field.

Without immediate reserves to squash the crossing, Rex tries to hold the heights until Smith gets into position—but he errs. Walton's artillery is a weak spot, doubled on the hill but halved in the woods. It hardly seems important that the 1st Virginia Cavalry is about to cut Burnside off from Union Mills. Paul may well be able to win without him.

With the crisis forced upon him, Rex has no need to delay—in fact he needs to press his attack in the center. So he advances and takes down Miles and the 16 NY but does not surround Sherman to decisively weaken the Federal center. In the west, Bee finally goes back for Bartow, but too late—the Union is poised to attack.



12:30 PM

Union: Miles is dead. While I don't see the harm (as he wasn't an active leader), I would have moved him if I had seen the horses coming. Meanwhile I keep moving on the right; it's a stalemate right now. I wouldn't surprise me if Rex falls back to stop Keyes. But I ready the assault across the abatis anyway. The diversion must be real to engage his attention.

In the center, the 5th Alabama does its job of delay. Sherman and Blenker fall back onto the ridge, where we plan to stand like a "stone wall" against the grey hordes. Unfortunately, I must divert some forces to face Jones and that pesky cavalry. Davies is trying to find his way home; meanwhile Burnside is on his way, fighting through tenacious rearguards.

Rex has slipped in the south. I can get a 3-1 on the artillery and will take the hill position. The star is closer now. Keeping Howard's brigade stacked, I'll move him into the ford. Pope goes with him to keep Palmer and the 14 NYM active. The luck is back to normal though; my 3-1 is a simple Defender Retreat. I really wanted to destroy those guns. I have a bad feeling they will come back to haunt me. I rally the 1 Michigan.

The Yankee charge continued up the slopes and drove away the artillery commanding the crossings.

Paul reinforces through the fords and smashes Walton off the hill. At this moment, he almost has a won game. He has superior strength and has sprung the last terrain barrier, and Rex is stretched to the limit and has no reserves (he can afford no losses—he is very lucky Walton retreated). Paul only needs to build up his bridgehead. Specifically, he must decide what to do at Yates Ford this turn: crossing to attack the heights at low odds threatens casualties that Rex cannot afford, but it is risky; shifting north to the other crossings is safer, but it allows Rex to concentrate against Union Mills Ford this turn; leaving units in Yates Ford forces Rex to face two threats, but the halved units are vulnerable to counterattack.

Since he has just sprung the trestle and is short of troops anyway (thanks to Burnside's diversion), Paul probably should ignore Yates Ford and shift north this turn, but he is not terribly wrong to occupy Yates Ford instead. He does blunder by putting Howard and Porter in the ford where they can be attacked. If possible, you should always protect the elements you need to rally every brigade.

With the crisis at Union Mills, Burnside should head south or at least guard his route back. Instead he attacks and allows the 1 Va Cavalry to block it. The person to deal with Beauregard's worrisome advance is Davies—who falls back into the woods, where he might as well be on another planet (he could at the least attack the troublesome 30 Va Cavalry).

Clearly, Union Mills is once more distracting Paul from the Stone Bridge. He should attack even though Keyes lacks the soak-off unit he needs to stay in brigade; but instead he gives Rex a chance to recover. Admittedly this theater no longer appears very important, but one can never tell when a minor advantage will turn out to be important.



At this point, with the Union riding a tide of victories, we will break the replay. (We simply do not have space available to reprint the entire commentary in a single issue). The conclusion of this tense game of BULL RUN will appear in the next GENERAL—Vol. 20, No. 6.



BULGE PBM KIT

A Play-By-Mail kit for the new '81 version of **BATTLE OF THE BULGE** including complete instructions is now available for \$8.00 plus 10% postage and handling charges (20% to Canada; 30% overseas). When ordering be sure to specify whether you want a PBM kit for the new '81 edition of the game or the old '65 edition. Each kit contains sheets for both German and Allied players. PBM kits are available only from The Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214. MD residents please add 5% state sales tax.

RETAIL OUTLETS

Daily the offices of Avalon Hill receive requests from gamers for the location of the nearest retail outlet in their locale. Unfortunately, the Avalon Hill Game Company deals through wholesale distributors exclusively; no comprehensive listing of retail stores which offer our fine line is maintained. Until now we have met such requests with the suggestion that the gamer check the yellow pages for the better hobby and bookstores of his region, many of which carry Avalon Hill titles. However, the editors have managed to compile a *partial* listing of retail outlets offering the best of adult games. Look for Avalon Hill games at the following fine stores:

Alabama—Birmingham: Homewood Toy & Hobby Shop; Huntsville: Bruketts', Circus World, The Book Shop

Arkansas—Little Rock: House of Hobbies

Florida—Belleair Bluffs: Modelers Mart; Boca Raton: Games Imported; Davie: The Complete Strategist Inc.; Fort Lauderdale: Games Imported; Fort Myers: Toyland; Gainesville: Gainesville Toyland Inc.; Jacksonville: Games 'n Gadgets; Orange Park: Games 'n Gadgets; Pensacola: Koby's Korner; Plantation: Games Imported; Sarasota: H&H Hobby Saves; Tallahassee: Games 'n Gadgets; Tampa: Hans Hobby Shop

Georgia—Atlanta: Atlanta Hobby Center, Atlanta Milton Bradley Inc., Electronics Boutique, Games 'n Gadgets, Historical Hobbies, Planes Trains & Things, Sword of the Phoenix; Augusta: Toy Box; Columbus: Fenton's Hobby Center, Port City Hobby Products; Decatur: Milton Bradley Inc.; Doraville: Historical Hobbies; Macon: The Crow's Nest; Marietta: Complete Model Supply; Morrow: Milton Bradley Inc.; Roswell: Tommy's Hobby Shop; Smarna: Milton Bradley Inc.; Stone Mountain: Stone Mountain Hobby Center; Werner Robins: Bookshop

Kentucky—Hopkinsville: Woolsey's Toys & Sports; Louisville: The Hobby House, Something To Do, Thornburg's Toys; Madisonville: Woolsey's Toys & Sports; Owensboro: Woolsey's Toys & Sports

Louisiana—Baton Rouge: Game Shop; Bossier City: The Game Peddler; Lafayette: Intellectrix, Jus' For Fun; Metairie: Toy Chest; New Orleans: Hub Hobby; Shreveport: Hobby Hut; Slidell: Village Toy Shoppe

Maryland—Baltimore: Cross Keys Pharmacy, Games 'n Gadgets, Greetings & Readings, Kay-Bee Toy & Hobby Shop, What's Your Game; Bethesda: Lowens Toys; Catonsville: Pro Custom Hobbies Inc.; Columbia: Games 'n Gadgets, Patowmack Toy Shop; Cumberland: The Book Centers; Potomac: Toys Etc.; Waldorf: Doug's Hobby; Wheaton: Hobbies & Arts

North Carolina—Asheville: Leisure Time; Chapel Hill: Billy Arthur; Charlotte: News Stand International, Toy Castle, Toy Circus, Whistle Stop Hobby Shop; Concord: JJ's; Durham: Hungates; Fayetteville: Hayes Hobby Shop, Hobbitt, The Hobbitt; Gastonia: John's Toy & Hobby, Leisure Time; Greenville: Hungates; Hendersonville: Hobby House; Hickory: Carlisle's; High Point: Bernie's Craft & Hobbies Inc.; Jacksonville: Ron-Cor; King's Mountain: Murray's; Raleigh: Hungates, K&K Toys Inc.; Wilmington: Hungates

Oklahoma—Fort Smith: Game Shop; Norman: Game Shop; Oklahoma City: Game Shop; Stillwater: Game Shop; Tulsa: Game Shop, Intellectrix

South Carolina—Anderson: Leisure Time; Charleston: Green Dragon; Columbia: Dutch Door, Leisure Time; Greenville: Great Escape, Hobby Center, Leisure Time; Spartanburg: JJ's Hobby-Craft & Toys, Leisure Time

Tennessee—Clarksville: Lou's Hobby & Craft Supply; Jackson: Shriver's Toys & Games; Knoxville: University Book & Supply Store; Nashville: The Games Store Inc., Phillips Toy Mart

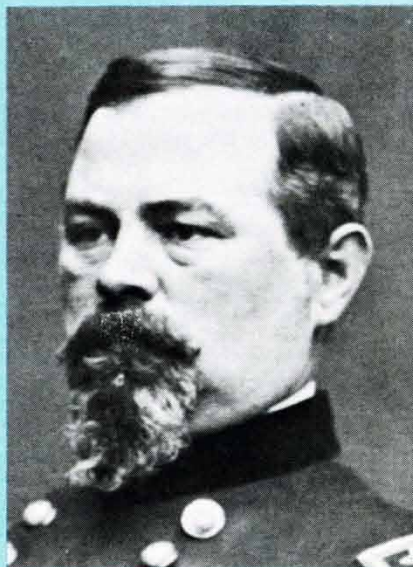
Texas—Abilene: The Game Peddler; Austin: Baird's Village Hobby Shop Inc., King's Hobby Shop, The Game Peddler, The Game Player; Baytown: The Game Peddler; Beaumont: The Game Peddler; College Station: The Game Peddler; Dallas: Intellectrix, The Game Peddler, The Game Player; Eagle Pass: The Game Peddler; El Paso: The Game Peddler, Fort Worth: The Game Peddler; Friendswood: The Game Peddler; Harlingen: The Game Peddler; Houston: Nan's Game Headquarters, The Game Peddler, The Game Player; Killean: The Game Peddler; McAllen: The Game Player; Nacogdoches: Game Hunters; Pasadena: The Game Player; Plano: The Game Peddler; San Antonio: Dick's Hobby Shop, Intellectrix, The Game Peddler; Texas City: Sparky's Toys; Waco: The Game Peddler; Wichita Falls: Toys By Roy

Virginia—Falls Church: Strategy & Fantasy World; Richmond: High Command, The Toy Center; Vienna: Executive Hobbies & Games; Virginia Beach: Games 'n Gadgets; Williamsburg: The Toymaker of Williamsburg

West Virginia—Charleston: Fountain Hobby Center, Lance's; Huntington: Hobbyland of Huntington; Morgantown: Morgan's; Wheeling: Fultons Hobby Shop, Wheeling Coin Shop

WEST POINT'S FINEST . . .

The Commanders at Bull Run



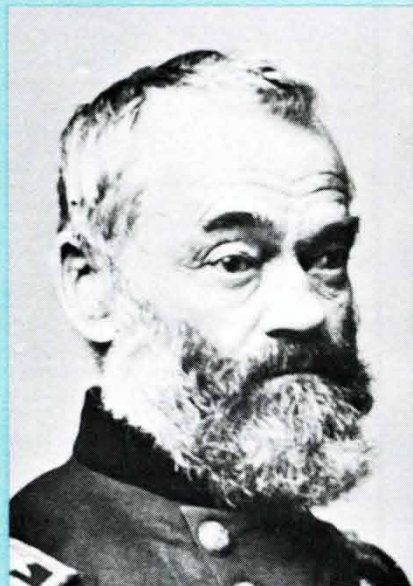
Irvin McDowell

MCDOWELL, Irvin Commander-in-Chief, Union Army; 43 years of age in 1861. Graduating from West Point in 1838 and staying in the army, he reached the rank of Major. In May 1861, he was promoted Brigadier General and given command of all Union troops south of the Potomac River. After First Bull Run, he commanded a division until March 1862, then the I Corps of the Army of the Potomac (also known as the III Corps of Pope's Army of Virginia) until Second Bull Run, which was to be his last field command. Exonerated by a Court of Inquiry, he stayed in the US Army in various staff and command positions far from the battlefield until he retired in 1882.

TYLER, Daniel Commander, 1st Division; 62 years of age in 1861. Graduate of West Point in 1819, but he resigned his commission in 1834. In May 1861, he raised a Connecticut volunteer regiment and was appointed Brigadier General to lead the 1st Division of McDowell's army. In 1862, he went west to command a brigade in the Corinth campaign. He later commanded the District of Delaware, until his resignation from service in April 1864.

HUNTER, David Union leader of the 2nd Division; 59 years of age in 1861. He graduated from West Point in 1822, resigned his commission in 1836, returned to duty as a Major during the Mexican War. Stationed in Kansas in May 1861, he was made a Brigadier General and came east to lead the division at First Bull Run. He was badly wounded early in the battle but recovered. A favorite of the Abolitionists, he held command in Missouri, then commanded the Union forces arrayed against Charleston, and in 1864 he assumed command of the West Virginia forces which Jubel Early was to defeat at the beginning of his Washington raid. Hunter never held another field command and left the army in 1866.

HEINTZELMAN, Samuel Peter Commander of the 3rd Division; 56 in 1861. A graduate of West Point class of 1826, he too was a career officer. As a Brigadier General in May of 1861, he captured Alexandria and led the 3rd Division at Bull Run, where he was wounded. When the Army of the Potomac was formed, he was given command of the III Corps, fighting throughout the Peninsula campaign and the Second Bull Run campaign. Thereafter he commanded the defenses of Washington DC, then the II Corps, and finally the Department of the North. He retired from the army in 1869. A brave but self-effacing commander who let his subordinates run their own divisions without interference; under him the III Corps produced such leaders as Kearny, Hooker, Porter and Sickles.

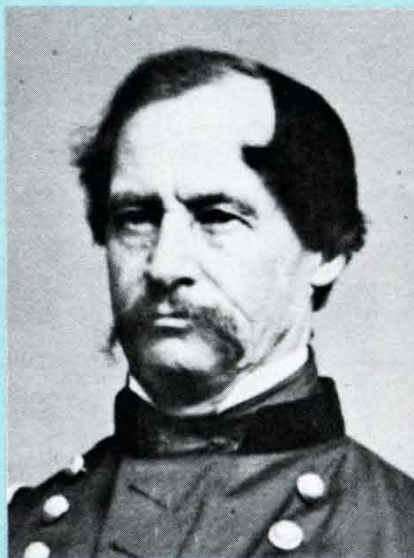


Samuel Heintzelman

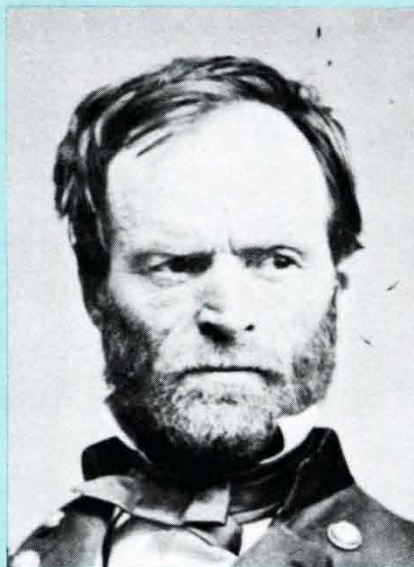
MILES, Dixon Samuel Commander of the 5th Division; 57 in 1861. Graduated from West Point in 1824 and remained in the regular army, fighting Indians and reaching the rank of Colonel. At First Bull Run, his division guarded Centreville and covered the Union retreat. Miles was relieved of command for drunkenness in the field (a Court of Inquiry later found insufficient evidence to warrant a court martial). In 1862, he was relegated to command the Harper Ferry garrison. The whole garrison was trapped and captured and Miles was mortally wounded during the Antietam campaign that fall.

KEYES, Erasmus Darwin Brigade leader; 51 years of age in 1861. Graduated from West Point in 1832 and stayed in the army until promoted Brigadier General to command the 1st Brigade in Tyler's 1st Division. In March 1862 he became commander of the weak IV Corps of the Army of the Potomac in the Peninsula campaign. The IV Corps was left behind when the rest of the army sailed north again, and Keyes commanded it in numerous small expeditions until he was removed from command for inaction during the Gettysburg campaign. After serving on various innocuous military boards, he resigned from the army in May 1864.

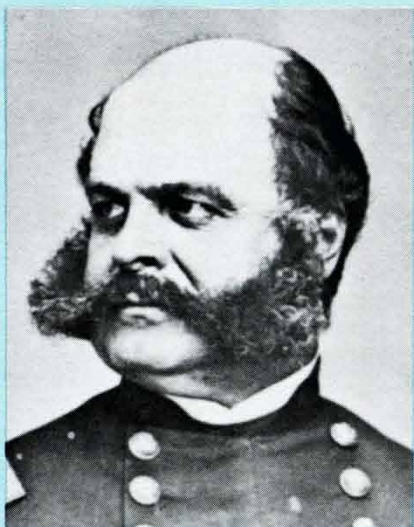
SCHENCK, Robert Cumming Brigade commander; 52 in 1861. An abolitionist politician with military experience in Germany, on the outbreak of hostilities he raised several regiments and was made a Brigadier General to command Tyler's 2nd Brigade. After Bull Run, his brigade went to West Virginia, and eventually became part of the XI Corps, fighting in the Shenandoah campaign and the Second Bull Run. Schenck rose to command a division by the time he was badly wounded at Second Bull Run. After recovery, he was promoted for gallantry and commanded the VIII Corps (guarding West Virginia and Pennsylvania). He was elected to Congress and so resigned his commission in 1863.



David Hunter



William Sherman



Ambrose Burnside

SHERMAN, William Tecumseh Brigade leader; 41 in 1861. Graduated from West Point in 1840 but resigned from the army in 1853 to enter banking in California (where he was stationed at the time). He later set up a successful (and congenial) business in the South, but in 1861 he regretfully volunteered for service with the Union and was given command of the third brigade of Tyler's division. Performing creditably in the battle, Sherman was made second-in-command in Kentucky, where he soon assumed overall command. However, he was unnerved by local Confederate aggressiveness and, after feuding with his superiors and the press and amidst accusations of insanity, he was replaced in command by Beull. Sherman was transferred to Grant's command, where he rose to command a brigade, a division, a corps, an army and eventually a group of armies. In 1869 he became Commander-in-Chief of the Army (Grant was President at the time), and in 1884 he resigned as a four-star general.

RICHARDSON, Israel Bush Brigade leader; 46 in 1861. Richardson graduated from West Point in 1841 and won the nickname "Fighting Dick" in the Mexican War. He resigned in 1855, but returned to command the 1st Division's 4th Brigade in 1861. He commanded a division in the Army of the Potomac in the Peninsula campaign and at South Mountain, and was mortally wounded at Antietam.

PORTER, Andrew Brigade leader; aged 41 years in 1861. Graduated from West Point in 1839 and remained in active service until given the 1st Brigade of Hunter's 2nd Division. First Bull Run was to be his only field duty. Thereafter, he held provost and draft commands until he retired for reasons of health in 1864.

BURNSIDE, Ambrose Everett. Brigade commander; age 37 in 1861. A graduate from West Point in 1847, Burnside resigned in 1853 to manufacture firearms (and invent a breech-loading rifle). In 1861 he raised Rhode Island troops and commanded the second brigade in the 2nd Division. In 1862, he was given command of amphibious operations against the North Carolina coast, where he performed with excellent success. He returned with his IX Corps for the Antietam campaign and took command of the whole Army of the Potomac for the disastrous Fredericksburg campaign. He and the IX Corps then were sent west, where they eventually took Knoxville. Burnside brought the IX Corps back east for the climactic 1864 campaigns, but was relieved of command for mishandling the Petersburg mine assault.

FRANKLIN, William Buel Brigade leader; 38 years of age in 1861. Graduate of West Point (first in his class of 1843!) and remained in the US Army until he took command of the 1st Brigade in Heintzelman's 3rd Division. He then led a division in the Army of the Potomac, and in the Peninsula campaign the VI Corps was formed to give him a command McClellan thought suitable. At Fredericksburg, he commanded a "Grand Division" (two corps), but he fumbled his chance to maul Jackson's Corps. Blamed by Burnside and his political allies, Franklin served in secondary theaters and staff positions until he retired in 1866.

WILLCOX, Orlando Bolivar Brigade commander; 38 in 1861. Graduated from West Point in 1847 but resigned his commission in 1857. In 1861 he raised a regiment and so came to command the 2nd Brigade of the 3rd Division. At Bull Run, he was severely wounded and captured. He was later exchanged, and then given a division in the IX Corps early in 1862. He stayed with the IX Corps (and occasionally commanded it in the absence of Burnside) until the surrender in 1865. Resigned in 1887.

HOWARD, Oliver Otis Brigade leader; 31 years old in 1861. Graduate of West Point, class of 1854. He left the regular army in 1861 to raise a volunteer regiment and commanded Heintzelman's third brigade. He led a brigade in the Army of the Potomac and lost an arm in the Peninsula campaign. He went on to lead a division at Antietam and Fredericksburg, the XI Corps at Chancellorsville, Gettysburg and Chattanooga. In 1864, he commanded the Army of the Tennessee as part of Sherman's march to the sea. After the war, he made a name for himself as an Indian fighter and as an honest and compassionate negotiator for them. Howard retired, with the Congressional Medal of Honor, in 1894.

BLENKER, Louis Brigade leader at Bull Run; 49 years of age in 1861. An expatriate German revolutionary, he raised a regiment and commanded the first brigade of Miles' 5th Division. His brigade guarded Centreville and effectively covered the Union rout. He rose to command a division in the Army of the Potomac, but when ordered to West Virginia he marched it for six weeks and it was a wreck upon arrival. Blenker led the division at Cross Keys and was then relieved. He was discharged in 1863 and died later that year from injuries received in a fall.

DAVIES, Thomas Alfred Brigade commander; 52 in 1861. Graduated from West Point in 1829 but resigned in 1831 to become a civil engineer. In 1861 he raised a regiment when the call for volunteers went out and soon commanded Miles' second brigade. After Bull Run, he was sent west to command a division at Corinth, and then commanded several military districts until he was mustered out in 1865.



Joseph Johnston



Pierre Beauregard



Thomas Jackson

JOHNSTON, Joseph Eggleston Commander of the Army of the Shenandoah; 54 years of age in 1861. Graduated from West Point in 1829, he resigned his commission in 1837 to become a civil engineer in Florida, later rejoining for the Mexican War (where he led the assault on Chapultepec). In 1861 he again resigned and was given command of the Army of the Shenandoah at Harper's Ferry, which he led to Bull Run. He commanded the combined armies of the Confederacy until he was wounded in the Peninsula campaign (his replacement was a fellow alumni called R.E. Lee). After recovering from his wounds, he took command of the Department of the West, including both Bragg's army and Pemberton's army, but failed to save Vicksburg; at the end of 1863, he replaced Bragg in command of the Army of the Tennessee. He duelled Sherman in the fateful Atlanta campaign, but was replaced in July 1864. In February 1865 he once more took active command—of the remnant of Hood's army—until the surrender in April.

JACKSON, Thomas Jonathan Brigade commander; 47 in 1861. Graduated from West Point in 1846 and resigned in 1851 to teach at the Virginia Military Institute. He was the first commander at Harper's Ferry, and later commanded the 1st Brigade after Johnston took overall command. At Bull Run, Jackson and his brigade earned the name "Stonewall" for their valiant stand. In November 1861, his command returned to the Shenandoah as the nucleus of the "Army of the Shenandoah"; by next spring it was strong enough to execute the brilliant Shenandoah campaign. Jackson's force now joined Lee's Army to form the famous and deadly Army of Northern Virginia. Jackson led the II Corps until he was mortally wounded by his own men on the evening of his great flank march at Chancellorsville.

BEE, Barnard Elliot Brigade leader; 37 in 1861. Graduated from West Point in 1845, he stayed in the army until he resigned to join the Confederacy. He led Johnston's third brigade and was killed in action while rallying a line during the crisis of the battle at Bull Run. Note: his last words were, "There stands Jackson like a stonewall! Rally behind the Virginians." From this came one of the great sobriquets in American military history.

SMITH, Edmund Kirby Brigade commander; 37 in 1861. Graduated from West Point in 1845 and remained in service until 1861. He was Johnston's chief of staff, and when the battle began he was sent to Manassas Junction to guide any reinforcements that might (hopefully) show up. When Arnold Elzey's 4th Brigade arrived, Smith assumed direct command and marched to the sound of the guns. He was later given command of a division in the joint armies, then sent to command Knoxville, from where he led one of the Confederate armies that invaded Kentucky in September 1862. He was promoted to the command of the Department of the Trans-Mississippi, which he held until the surrender in 1865.

STUART, James Ewell Brown Commander of the 1st Virginia Cavalry; 28 years of age in 1861. Graduated from West Point in 1854, he resigned in 1861 to raise the 1st Virginia for the Confederacy. He soon rose to command a brigade, and then all the cavalry in the Army of Northern Virginia until his death at Yellow Tavern in 1864.

PENDLETON, William Nelson Artillery commander; 52 in 1861. Graduate of West Point's class of 1830, he resigned in 1838 to become an Episcopal minister. In 1861, he was chief of artillery at Harper's Ferry. He later became Lee's chief of artillery, which became a purely administrative position when the Confederate artillery was reorganized in 1863.

BEAUREGARD, Pierre Gustave Toutant Commander of the Army of the Potomac; 43 years of age in 1861. Graduate of West Point in 1838, he stayed in the army until the Confederate states declared their independence. He commanded the bombardment of Fort Sumter, then went north to take command of the Confederate forces holding Manassas. When the Confederate positions in Tennessee were falling apart in early 1862, Beauregard was ordered west to be Albert Sidney Johnston's second in command. When Johnston fell at Shiloh, Beauregard assumed command in the west. In June, he went on temporary sick leave, which prompted Davis to relieve him permanently. Beauregard then took command in Georgia and South Carolina, frustrating all Union attempts to take Charleston. In 1864, he brought troops up to save Petersburg from early capture. When the Army of Northern Virginia later moved into the Petersburg trenches, Beauregard went south to become Johnston's second in command for the campaigns in the Carolinas.

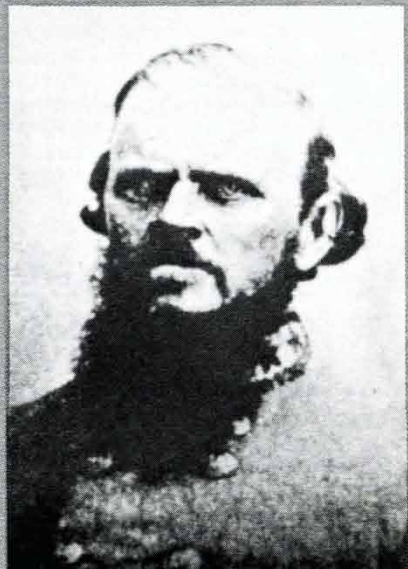
KERSHAW, Joseph Brevard Detachment leader; 39 in 1861. He was a volunteer in the Mexican War and in 1861 raised a regiment of volunteers for Bonham's brigade. During the Bull Run campaign the 8SC regiment and Kemper's battery were detailed to Kershaw's regiment for independent missions (such as holding Fairfax Court House or defending Cub Run Ford). After the battle, Kershaw was a brigade commander until 1864, when he took over McLaw's Division and led it until the surrender.



James Longstreet



Edmund Smith



Nathan Evans

BONHAM, Milledge Luke Brigade leader; 48 in 1861. He commanded state militia in the Seminole War and in the Mexican War. In 1860, he was offered the post of Commander-in-Chief of South Carolina, and served as second-in-command to Beauregard. When Virginia seceded he hurried north with his troops to defend the strategic junction of Manassas. In 1862 he resigned and became governor of South Carolina until the end of 1864, when he returned to command for the final defense of the Carolinas.

EWELL, Richard Stoddert Brigade commander; 44 in 1861. Graduate from West Point in 1840, he remained in the US Army until he defected to the Confederacy. He commanded Beauregard's second brigade, and early in 1862 he took command of a division in the joint army. Left behind when Johnston marched to the Peninsula, Ewell and his division joined Jackson's forces for the 1862 summer campaigns. He lost a leg at Second Bull Run but rejoined the army as commander of the II Corps for the Gettysburg campaign and the 1864 summer campaigns. A fall at Spotsylvania rendered him unfit for field service, and he spent the rest of the war commanding the defenses of Richmond.

JONES, David Rumph Brigade leader; 36 years of age in 1861. Graduated from West Point in 1846 and resigned to join the Confederacy in 1861. He was Beauregard's chief-of-staff at Fort Sumter and came north with Beauregard to command the third brigade. He later commanded a division in the Peninsula, at Second Bull Run and at Antietam. He died of heart trouble in January 1863.

LONGSTREET, James Brigade leader; 40 in 1861. Graduated from West Point in 1842. He resigned active service to join the Confederate cause. After the battle, he commanded a division in the joint army, impressing Lee so much that he came to command an unofficial corps until the end of the war (except for a few months after the Wilderness when he recovered from wounds). He led his corps on independent expeditions to North Carolina and Tennessee, but these were noticeably fruitless except for the devastating attack he made to turn the battle of Chickamauga.

COCKE, Philip St. George Brigade commander; 52 in 1861. He graduated from West Point in 1832 but resigned in 1834 to run his Virginia plantations. In 1861 he commanded Virginia militia along the Potomac River until he was forced back to Manassas, where he was joined by Beauregard's reinforcements. He led the fifth brigade at Bull Run. His health failed shortly after, and he committed suicide that winter.

EARLY, Jubel Anderson Brigade leader; 45 in 1861. Graduated from West Point in 1837, resigned in 1838 to become a lawyer, but he rejoined to fight in the Mexican War. In 1861 he raised a regiment and soon commanded the 6th Brigade. He remained a brigade commander until he succeeded to divisional command on the battlefield at Antietam. Thereafter, he commanded a division under Jackson until he succeeded Ewell at Spotsylvania in 1864. He led his corps on the Washington raid and in the Shenandoah campaign of 1864, but was relieved from command after his defeat at Waynesborough in 1865.

EVANS, Nathan George Detachment commander; 37 in 1861. Graduate of West Point in 1848, he resigned to join the Confederate attack on Fort Sumter. At Bull Run, he was just a major commanding an observation detachment, but performed so brilliantly that he was promoted to brigade commander. He led his brigade back to South Carolina to guard the coast against Union invasion and spent the rest of the war commanding his troops in various locations.

HOLMES, Theophilus Hunter Brigade commander; 57 in 1861. Graduating from West Point in 1829, he remained in service until resigning to join his homeland. He commanded the Aquia District (at Fredericksburg), and when the Federals finally advanced on Manassas he joined Beauregard with all the forces he could spare—becoming a brigade in Beauregard's army. That winter, he took command in North Carolina but failed to dislodge the Union invasions, so he rejoined the Army of Northern Virginia. Commanded a division in the Peninsula campaign. In late 1862, he took command of the Trans-Mississippi Department, but was relieved for failing to support Pemberton at Vicksburg. He returned to command the North Carolina reserves in 1864.

HAMPTON, Wade Commander of Hampton's Legion; 43 years of age in 1861. A South Carolina plantation owner, Hampton raised a legion of volunteers (infantry/cavalry/artillery) that arrived at Manassas the morning of the battle. He rose to command an infantry brigade but was seriously wounded at Seven Pines. Upon recovery, he was given a brigade of cavalry in Stuart's corps. The senior brigade commander in the cavalry, he often conducted independent raids until he became a cavalry division commander in 1863. Upon Stuart's death in 1864, Hampton became head of Lee's cavalry corps, where he served until the end of the war.



REBEL YELL

A Brief Consideration of Opening Placement For Confederate Players of BULL RUN

By Rex A. Martin

In a great majority of the strategy games on the market, initial placement of one's carboard troops is fixed—or worse, relatively unimportant with but a facade of decision making involved. Not so in *BULL RUN*, where both players face tough strategic choices immediately which will determine the ebb and flow of play. The Union player, under the burden of attack, must decide where to make his prime effort, and where secondary theaters may be profitable. Yet as difficult as the choices demanded of the Union player are those faced by his counterpart, the Confederate player.

In *BULL RUN*, the Confederate player must place his forces onboard first. The bulk of his army will set up face-down, thus masking to a small degree the strengths and weaknesses of his intentions. Unfortunately, these same units are "frozen", unable to move or react to enemy operations until awakened by the approach of enemy units or the sun has risen enough to stir them from their designer-imposed lethargy (10:30 AM). Luckily, all the units which are allowed to move are also capable of doing so; Evans', Bee's, Bartow's, Jackson's and Walton's forces are either active, or easily kept so (in Bartow's case). To further bedevil the Rebel player, the Confederate units are limited by rather rigid guidelines as to the extent of their placement. Many *must* be placed initially only on the Rebel side of the run, while all are restricted to the distance they may be placed from certain, specified fords. Why, some are even limited to but a single hex.

In addition to his regular forces, the Confederate player may place certain terrain features upon the mapboard. These consist of four abatis markers, which hinder movement across them, and the railroad trestle historically destroyed before the battle. He must give careful consideration to each of these "non-mobile units". The ironic aspect of these counters is their often slight impact on the game; however, there are times when the placement of these will have an inordinate impact on the play of the current game, shaping strategy for the players and thus are quite vital.

Now it seems to this Confederate player (I usually take on the Rebel role) that there are three major approaches to playing this most difficult side in *BULL RUN*. He may decide to defend his side of the run, and in so doing holding Manassas and all three of the objective stars at the conclusion of play to win. Or he may take an offensive stance, prepared to mount an attack on Centreville, which if successful brings him an immediate victory. Finally, the indecisive player may set up the Confederates in an opportunistic mode, ready to react to Union development and looking for opportunities to seize the initiative. Let us turn our attention briefly to each.

Before proceeding however, there are certain details that must be attended to regardless of the strategy of play. Some units are locked into placement in specific hexes—the Hampton Legion begins in EE34, Bee and Bartow and their regiments all mass in CC20, Johnston and Beauregard while away the first turns in QQ23. The actions of these units after the first turn will depend on the strategy chosen—but that is beyond the ken of this brief survey. Johnston and Beauregard will, of course, proceed to where needed upon their awakening. In the meantime, be satisfied with the fact that you've

many more units capable of independent action than the enemy.

Of more interest is the placement of the 1st Virginia Cavalry. In all cases, the Confederate player will want his 11:00 AM reinforcements to arrive untroubled at Manassas Junction. This will occur only if the railline from the western edge remains free of Union interdiction. Luckily, there is only one Union unit that can threaten to cut the line—Palmer's Cavalry. To counter this, the 1st Virginia needs to race ahead and block the Yankee horsemen. If Palmer is deflected from the main east-west road, from hex AA15 the 1st Virginia can gain a march. To block Palmer momentarily, Terry of Evans' brigade must cooperate. Place Terry in hex V10 so that he may reach P8 on the first turn and force Palmer to pass around him. Meanwhile the 1st Virginia are racing westward. This action is almost *de rigueur* for the Confederate player, but don't inadvertently overlook it or Smith will be left wandering around somewhere in the far west.

Turning now to the conservative approach, let's look at the defensive stance many Confederate players adopt. Here the obvious intention is to force the Union to batter themselves to death and hold the key hexes at the end against an exhausted opponent. Unfortunately, many Union players, when faced with such a Confederate positioning, immediately opt to cross at the Sudley fords to outflank your carefully contrived defense. While the Rebel player may "fake out" the Union to some small extent with careful placing of face-down units, any experienced opponent will readily spot a defensive placement. So, any defensive set up must assume that a battle in the west will develop and be flexible enough to adjust to such with speed and without strain.

Turning to the immobile terrain placed, the Rebel player in a defensive stance should never leave the trestle standing. Of course, this is one key to the Confederate attitude that a sharp Union player will note. Further evidence of a conservative battle plan is the positioning of the abatis. When on the defense, I like to use them to interdict the main road, and to cover the Farm Ford. Hence, I place them in AA9, Z9, X8 and W9. Any Confederate player worth his salt will recognize that he cannot hold the bridge and northwestern fords if the main Yankee effort is at Sudley. However, the objective is to delay his development as long as possible to allow reinforcements (the strong brigades of Jackson, Bee, Smith, et al) to arrive in terrain where the Union will be forced to batter his way through head first. The abatis play their small part when placed thus.

Thus, the brigades of Holmes and Ewell are placed behind the southeastern fords, Early behind McLean's, Longstreet and Bonham and Kershaw each directly behind their respective fords. Each is drawn up in brigade, with attached artillery directly behind the ford in order to deter any thought of a direct attack through the water. So that the Union may not be able to weasel across with a soak-off, the unused infantry elements take up positions on the heights above the fords. Here they are able to counterattack should a disaster be in the offing (say, a 1-1 attack that miraculously succeeds). All are in brigade to avoid the dreaded artillery barrage. To this end also, should it appear that the US is forming a grand battery to your front,

withdraw the artillery to avoid its needless destruction. These brigades will hold their positions unless and until an opening to Centreville that is uncloseable opens, or until the battle in the west has been resolved to a Confederate detriment. While I have at times substituted Early for Longstreet (with Jones taking up Early's positions), it is a maneuver that usually takes more time than available.

To slow the Union advance on these fords, quite a few players throw out expendable outriders to screen the fords and force the Union to set up even further back. These should be minimal forces, able to outrace most pursuers. Thus, the Confederate cavalry superiority finds a purpose. We've already related the mission of Terry and Jeb Stuart's boys. Of course, Palmer may not be crossing Sudley at all (releasing both Terry and Stuart for other operations). In the west, Davidson is sacrificed to delay enemy operations towards Poplar Ford, Farm Ford and/or the Stone Bridge; place it so as to cut Union deployment on the roads leading to these crossings. The 30th Virginia Cavalry goes in 0018 and Munford's tiny command in LL16. These interdict a Union advance on the center and serve as a trip wire to bring your force to readiness. Place Harrison in YY32, if for nothing else than to limit the Yankee deployment of their 3rd Division. All of these may retreat across the water to shelter if allowed; or, better yet, they can operate behind the Union lines to tie down units protecting his commanders and/or lead enemy units on a merry chase. Just one cavalry unit loose in the center can bring on the occupation of Centreville by at least four Yankee regiments.

In this defensive arrangement, Jones takes up his position immediately across McLean's Ford in hex UU22. This allows him to cut the Union Mills road, and promotes a diversionary threat that the Union cannot ignore in his own following placement. Yet Jones can scamper back across the ford in a single move. Miller is thrown out in order to alert Jones to any approaching Yankee force. Place Miller at WW21.

Turning to the west, here is the appointed place where the destiny of the game will turn. The placement of Coker and of Evans is crucial in that these units must sacrifice themselves or delay with great vigor in order that the reinforcements which will be hastening along arrive in time. First, Langhorne goes in DD10 to further bedevil the Union placement (and usually is lost in the first Union rush). Coker is formed in brigade, supported by Latham, in hex Z13 to hold the ford against normal pressure. However, usually Coker will shift toward the Stone Bridge as Bee and Bartow advance. The rest of the brigade is placed at AA16 on the crossroads. From here they can be projected toward the fighting or serve to advance to any of the threatened fords to their front. If they swing to the northwest, it is perfectly feasible that Kershaw's brigade can shift over to cover these fords if unduly quiet (while Bonham's spare regiments take up Kershaw's position). Jackson and Pendleton's artillery set up in hex II21 to reach Portici as rapidly as possible.

Evans goes in W8 with his infantry. While this puts him on the "wrong" side of the abatis, he will be able to react to any threat to the north. Obviously, any enemy advance toward any of the three crossings in his range will be slow to develop. However, normally Evans will attempt to fill his historic role

and slow the Union advance toward New Market. Evans must hold the front for at least two hours against the massed might of the Union. But, due to the narrow frontage, and the slow crossing of the Sudley fords, the chance of him doing so is excellent. If a slow withdrawal serves best (and it usually does), some expert play will be required of Evans. This placement gives him his greatest number of options to begin that oh-so-delicate maneuvering.

The defensive game will always be one of too few units hanging on by a miracle. The expert Union player will present several threats so that you are unable to totally withdraw from any of the fords without letting a small, active force slip across. He will stretch your lines in the west until the moment arrives for him to bash his way through to Manassas or the Bethlehem Church. So why not beat him to the punch?

If the Confederate wishes to effectively hamper the Sudley gambit, he can divert quite some force away from it by taking an offensive stance. Here the Rebels threaten to climb the Centreville Heights and end the game long before the ponderous Union envelopment in the east nears anything of interest. The chances for a daring, flaring game and a most satisfying victory are numerous; so too the chances for utter disaster. But for the adventurous among the readers, it is necessary for us to look at Confederate offensive placement.

Besides the usual placements, a number of risky positions must be occupied initially. Risky these certainly are, for the Union commander can place his forces to meet your attack head-on. Thus, it is best to promote several advances, looking to out-flank and reach Centreville by a devious route while maintaining as many threats as realistic. Here is where cavalry-minded players have a slight advantage, for this is ripe for clever play of one's horsemen. Too, look on the artillery as rapid moving threats, especially along the roads and tracks of the board. The infantry will surely take the brunt of any counterattack and launch any final assault; but never neglect to look over the opportunities to slip past Union lines with cavalry or surplus artillery units. (Since you are dramatically outgunned anyway, the risk of a few minor artillery batteries is worth the possible discomfort they give the Union player, who in turn may give your infantry brigades an opening when trying to react to the lesser unit with the potential for a quick win.)

Thus, looking at the shortest route first—Longstreet (QQ17), Bonham (NN17) and Kershaw (MM17) set up well advanced. All are in brigade, and protected from initial artillery fire. A light screen of expendable infantry takes up position along the crest. Artillery and cavalry are placed both to support any advance and with the above in mind. Look especially to spring the 30th Virginia, either to the east or across the run to the west where it may serve to slip back behind the enemy. Behind the fords, Jackson is poised at OO21 to either cross at Blackburn's or McLean's, and Walton definitely crosses from RR19 on the first turn. Jackson's play in this situation is fraught with decision-making for the Rebel commander. However, an advance along two fronts on Centreville serves to discomfort the enemy mightily. Unfortunately (and here lies the danger), this means that for some time the two advances will be unable support each other directly. Personally, I prefer sending Jackson across Blackburn's and letting Jones and/or Early act as the secondary assault force (the element that usually cracks the ridge while the main force pins the Yankees at the point of the hill).

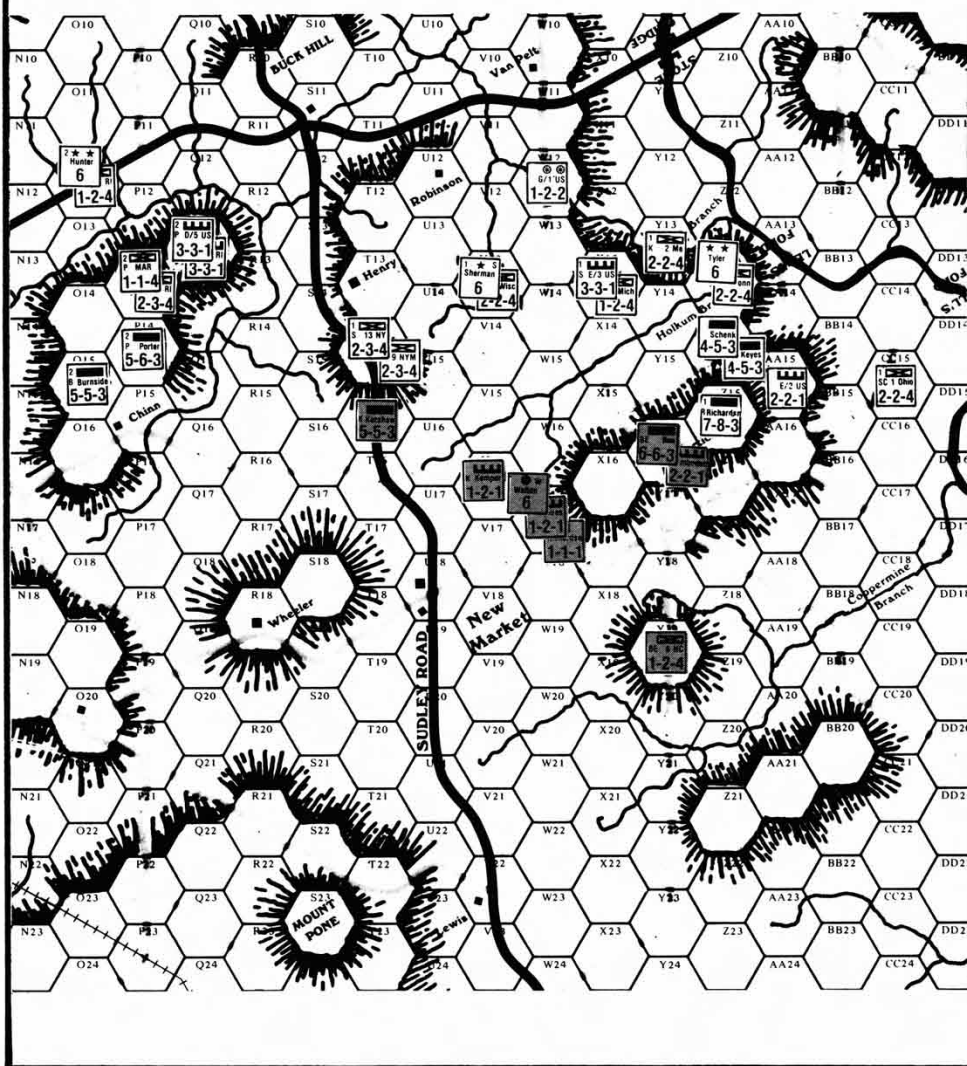
Jones is emplaced on the hill dominating the Union Mills road (at and around WW23). From here he can shift south if Ewell and Holmes are pressured to aid in securing that flank, or move

CONTEST 117

The crisis point for a player of any game usually comes long before the final defeating blow, and is rarely obvious at the time. This is even more true of *BULL RUN* than of most other games. The situation below, for example, occurs in 1:30 for the Confederates. After a number of turns of desultory maneuver, the Union player suddenly launches a risky series of attacks; unfortunately, the best possible results come his way. A 2-1 on Jackson in brigade with Stanard attendant in P14 brings another DE — both ends of the tenuous Confederate position are now sprung. A 4-1 on Munford in T14 eliminates him with no cost to the attacker, and an EX takes down the 33 Va, REG and 79 NYM at R15.

Substantial Rebel reinforcements will reach hex EE21 this turn: Longstreet, Bonham, Smith and Walton under the command of Beauregard are hurrying to shore up the position. However, you — as the Confederate player — need to buy time and curtail your losses or the game is effectively over. While the reinforcements may not win you the game, you will surely lose if you cannot hold the Yankees. One fact aids you only: from previous games with this opponent you know him to be overly cautious — he will not attack at less than 1-1 odds, although he is a master of the soak-off attack (for which he will accept low odds in the diversionary attack). Given this insight, you must preserve the tattered remnant of your western force and hold the Coppermine Branch, New Market and the Sudley Road open (in effect, prevent any Union units from penetrating to a hex numbered 19). This is precisely your task in Contest 117. Only the units shown may be considered in play for the purposes of this contest; all standard rules for *BULL RUN* are in force. List the final position, and any attacks (target and odds) for each unit in the Confederate force.

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive Avalon Hill merchandise credits. To be valid, an entry must be received prior to the mailing of the next issue and include a numerical rating for this issue as a whole, as well as listing the three best articles. The solution to Contest #117 will appear in Vol. 20, No. 6 and the winners in Vol. 21, No. 1 of *THE GENERAL*.



FIRST BLOOD

The Battle of First Bull Run

By Michael Craighead



Michael Craighead was one of Richard Hamblen's major playtesters for BULL RUN, and a specialist in the Civil War period. Having unearthed this interest and expertise, we asked him to draft a brief historical review of the campaign for those who may not be familiar with the battle and are intrigued by the game. As fascinating as it is informative, the following should give the would-be commander of the Army of Northeastern Virginia some hope and the commander of the Army of the Potomac some worries when next they face each other over the mapboard.

The First Battle of Bull Run has long been a neglected topic among those gamers interested in the history of the American Civil War. Most of this obscurity results from a popular misconception about the battle: the victory by the Confederates was assured and therefore the battle has very little to make it interesting, either as history or as a game. It was fought by soldiers new to the military life, led by amateur officers or those who had never commanded large bodies of troops. A clumsy affair lacking the excitement of, say, Antietam.

When one finishes a book (or a game) which has described Gettysburg in minute detail and then turns to something about Bull Run, there is a sense of disorientation. Although he is in the shadowy background, Robert E. Lee is not the Southern field commander. By itself, this fact is enough to turn many gamers from the battle. The names of the armies are familiar but askew. The Army of the Potomac is Confederate while the Army of Northeastern Virginia flew the Stars and Stripes. Adding to the unease are the familiar names in unfamiliar positions: Jackson, Ewell, Early, and Sherman—all brigade commanders.

But before dismissing Bull Run as a mere preliminary skirmish, the gamer should remember that it was out of this crucible that all of the leaders and the will of the two sections of the country emerged for the upcoming struggle. The nation's consciousness was shaped by this single battle more than any other, and the war was fought in the glare of its consequences. The battle is complete with victory snatched from the jaws of defeat, an opportunity missed due to an improper turn in the road, hidden flanking movements, and real heroes, plus the unfortunate command decisions and other little incidents which make the Civil War so intriguing for

wargamers. We are fortunate both as gamers and historians that Avalon Hill has produced such a fine simulation, and that we can investigate the battle of Bull Run again and perhaps see why Richard Hamblen was so fascinated.

Prelude To BULL RUN

While both the North and South were unprepared for war, the new government in Richmond was in a particularly dire position. The regular army consisted of 20000 men, mostly spread among the Indian territories. But the South had no army at all. The South did possess a large officer corps, as many gifted commanders resigned from the US Army and offered their services to their native states in defense of their homes.

The first military activity was necessarily the gathering of equipment and recruitment of soldiers. While the armies were slowly growing, both Lincoln and Davis obtained professional military advice in the "correct prosecution of the war". Lincoln called upon the old veteran Winfield Scott. Davis had Robert E. Lee. The two presidents and their advisors quickly realized where their efforts must be placed. First, the respective capitals would have to be defended as they were less than 100 miles apart and prime targets for military action. Second, armies with offensive capabilities had to be raised to threaten both the enemy's capital and other prime areas in his interior. Third, the logistics problems for a field army would be enormous and would require the best utilization of those new steel lines of communication—the railroads. And fourth, decisions would have to be made about the areas which required defense and those with offensive opportunities and then allocate the troops necessary for those areas.

In these early days the operations and the forces involved were perforce limited. Scott and Lee both knew the Shenandoah Valley was the prime granary for the region. It split the state of Virginia in half geographically and was a fine pathway to anywhere on the central seaboard. At its southern end was the Manassas Gap Railroad, which ran to Manassas and connected to the Orange & Alexandria Railroad. The Orange & Alexandria ran northeast and southwest—southwest to Gordonsville and northeast to Alexandria. At Gordonsville the Orange & Alexandria

connected to the Virginia Central which ran on to Hanover Junction and thence to Richmond.

In Maryland the Baltimore & Ohio Railroad ran from Harpers Ferry to Baltimore. From Baltimore rail lines went north to all the Union states and south to Washington. Without the B&O, Washington was cut off. All the railroads could be used offensively or defensively depending on which side controlled the track and hardware. It was squarely over these railroads that the armies were to be gathered. Clearly both the Shenandoah Valley and Manassas, the railroad link into it, had to be protected by the Confederacy, as well as the Union.

General Joseph E. Johnston reordered his force at Harpers Ferry after the Federals had burned the arsenal to the ground and retreated. His loose collection of formations were named the Army of the Shenandoah. To protect the junction and block the way to Richmond, the main Confederate army was stationed at Manassas. Its command was given to General Pierre G. T. Beauregard, a hero and the victor of Fort Sumter. This force became the Army of the Potomac.

Facing these Rebel armies were the Union troops of General Robert Patterson in the area around Frederick, Maryland, with the main force just south of Washington commanded by General Irvin McDowell. Patterson was one of Scott's old friends while McDowell was "political" general. His choice was practical only to the extent that he was acceptable to the different factions in the Lincoln cabinet (he himself had no political aspirations at all). He had been a major on Scott's staff and was an acknowledged expert on infantry tactics. But he had never had a field command. His army was called the Army of Northeastern Virginia (after the Army Administrative Department of the assembly area).

By the middle of June 1861 Johnston's army numbered 12000 volunteers at Manassas. Patterson faced Johnston with 18000, and McDowell's army had grown to 35000. By all standards of the art of war of the day Patterson had the advantage on Johnston while McDowell was superior to Beauregard. But McDowell was well aware that the Manassas Gap railroad could shift Johnston to Beauregard's aid very quickly (the first real advance in the mobility of troops in centuries). Then the numbers would be about even, not the best of news if one is planning an attack on an enemy which has prepared defenses.

Just prior to the planned start of the Union campaign, Johnston realized Harpers Ferry was a defensive nightmare and withdrew to Winchester. Patterson entered Harpers Ferry as Johnston left. In early July 1861 the situation was this: McDowell stood between Beauregard and Washington, and Beauregard separated McDowell from Richmond. Patterson and Johnston secured the secondary approaches to critical areas, according to their country's strategic plans.

With all this force at hand and no activity, the Lincoln administration began to feel the pressure of popular opinion in the northern states. Lincoln and Scott therefore demanded an offensive from McDowell. McDowell offered a plan to force Beauregard away from Manassas and his rail link to Johnston's army (which McDowell wanted to keep pinned in the valley). But McDowell's plan was to march south around Beauregard's right flank, and force on the enemy general the choice of keeping himself between the Federals and Richmond (thereby losing his link with Johnston when he moved away from Manassas) or staying at Manassas while McDowell marched towards the Rebel capital. This was a fine plan for a new general, the first of several McDowell recommended. Unfortunately, the Administration was in no mood for a methodical operation. The "Press and Public" in the north were demanding a crushing blow to end the farce of rebellion. McDowell was required to attack—and attack quickly. Scott ordered McDowell to advance directly on Beauregard while he assured McDowell that Patterson would contain the Army of the Shenandoah.

Against his better judgement, McDowell left Fairfax on July 16th and began the march to Manassas. On the same day Patterson inched his way south towards Winchester. The only folk who were completely aware of McDowell's and Patterson's movements sooner than the rabid northern press were the Confederate generals. The numerous Southern sympathizers in Washington and the area of the Union encampment quickly relayed McDowell's departure and destination to Johnston and Beauregard. They knew that McDowell planned to be in Centreville on the eighteenth of July.

Beauregard realized that he was at a disadvantage without Johnston but he made plans for the coming battle as though he was to be on the offensive. As with most of Beauregard's plans, it depended on the enemy doing precisely as Beauregard expected. He planned for McDowell to attack him at Mitchell's Ford. There Bonhan's brigade would hold the Federals while the Confederate brigades at the neighboring fords crossed Bull Run and overwhelmed the enemy flanks. (McDowell, of course, did not attack at Mitchell's Ford, but Beauregard kept the plan and organized his forces as if McDowell would come to his senses and attack at the right place — where Beauregard was the strongest of course).

On July 17th Jefferson Davis ordered Johnston to evade Patterson and come to Beauregard's aid. Davis also dispatched other reinforcements including the Holmes brigade and Hampton's Legion towards Manassas.

Patterson was not the general required by the moment. His movements were so feeble that with only token displays of resistance Johnston was actually able to convince Patterson to withdraw to Harpers Ferry. When Scott became apprehensive, Patterson replied that not only had he fulfilled his mission but he had caused Johnston to be reinforced. Even as Patterson was drafting the message, Johnston was force-marching his command through Ashbury's Gap to the railroad depot at Piedmont. From there the regiments were to be taken to Manassas. McDowell had well understood Patterson all along, as shown by his apprehensive queries.

The Federals arrived in Centreville on the eighteenth with Tyler entering the town about 7:00 AM. He discovered that the Confederates had retreated behind the Stone Bridge (hex Y10 on the mapboard) and Blackburn's Ford (hex QQ19). McDowell's orders had left Tyler free to investigate the ground now defended by the Southerners. But McDowell had warned him not to bring on an engagement. About noon, Tyler joined Richardson, his advance brigade commander, who had already started down the road towards Blackburn's Ford. Taking a small detachment these two rode until they were on the heights overlooking the ford (QQ18). Tyler ordered Richardson to bring up his brigade. To make sure the Confederates were not hiding, Tyler directed several batteries to fire across the ford. This brought a limited response, so Richardson sent his troops down the slopes towards the wooded areas on either side of the ford. Instead of mere token resistance however, Tyler was marching towards Longstreet's brigade. Longstreet's pickets were driven back upon him when the attack started. But when the Federals came towards the river they were quickly and easily beaten, some units even routing back through Richardson's line. Longstreet was convinced a major attack was about to take place so he called Early to his assistance. At the same time, Sherman's brigade came up and formed on Richardson's left. Tyler had spent several hours probing with different regiments, each time having the regiment come racing back to the Federal lines. When Sherman was finally in line Tyler changed his mind and sent in no more infantry. But a desultory artillery duel continued until 4:00 PM when McDowell appeared on the field.

McDowell was appalled at this abuse of his orders. He promptly ordered Tyler to stay on the slopes overlooking the ford, hoping to foster some pride in the now chastened division. In the action, Tyler's command lost 19 dead, 38 wounded and about 30 captured. Tyler returned to Centreville despite McDowell's orders.

The Confederates, in contrast, were jubilant. It appeared that McDowell was going to march right into Beauregard's trap. Longstreet had lost 15 killed and 33 wounded. Compared to what was coming it was very minor action. But the preliminary skirmish had an effect far out of proportion to its size. McDowell was convinced he could not fight his battle until the troops were rested and resupplied. McDowell reconnoitered the area and resupplied his army for two days. These two days were exactly the time Beauregard needed. On the 19th, the first brigade of Johnston's Army of the Shenandoah arrived by train at Manassas Junction (hex EE34). All through the 19th and 20th and up until noon on the 21st when Kirby Smith detrained, Johnston's forces came to Beauregard's assistance in a steady stream. The Federal commanders heard the trains and knew what was happening. But they were still hopeful most of the Army of the Shenandoah remained in Winchester, or were still enroute. For the first time a railroad had been used for the strategic movement of a large body of troops. Johnston had done well, and written history.

Seeing the Elephant

On July 15th at 8:00 PM, McDowell called a council of war for his brigade and division commanders. Spreading the map on the dirt floor of his tent, McDowell outlined his plan for the next day's operations. Unlike most commanders of war, McDowell did not ask for opinions but only gave orders for the army's movements. Tyler was to hold the lower fords of Bull Run and make a feint towards the Stone Bridge. Hunter and Heintzelman were to follow a secondary road which led north from the Warrenton Turnpike and was located just across the bridge over Cub Run. They would cross Bull Run at Sudley Springs Ford (hex P3) and at-

tack the left flank of the Confederate army. McDowell hoped Hunter's and Heintzelman's turning column could advance towards Gainesville and keep Johnston's army, which McDowell was now certain had eluded Patterson, from joining Beauregard. Once the upper fords were uncovered, Tyler was to cross Bull Run and aid in the destruction of the Confederates. Miles was held in reserve near Centreville. The operation was to begin at 2:00 AM the next morning.

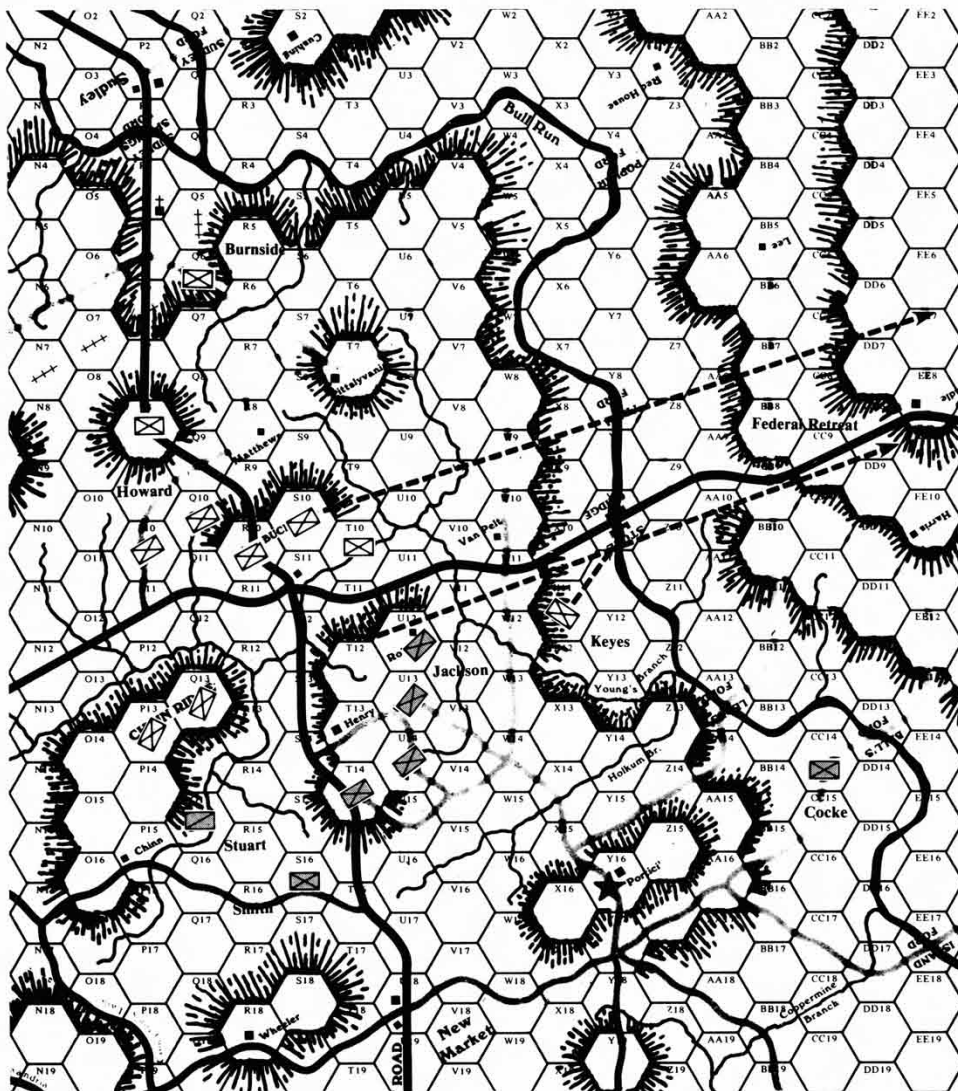
In fact, this was another fine plan by McDowell. He was striking at the weakest part of the Confederate line and over ground which favored an attack. He had had a bad experience at Blackburn's Ford and did not want to repeat the mistake. He was perfectly correct in determining that the bulk of Beauregard's forces were on the Confederate right from the area of Blackburn's Ford south. The only troublesome facets of the plan were its dependence on meticulous coordination between separate parts of the army and a long march in darkness prior to the battle. There was also an unjustified reliance on a spirited demonstration by Tyler, who was required to absolutely convince the Confederates that the attack was coming across the Stone Bridge. If the flanking columns could gain the heights south of the Warrenton Turnpike before the southerners could organize a defense, the battle would certainly end with a Union victory.

The advance got off to a very slow start. Schenck's brigade did not step off until 3:00 AM, already one hour later than ordered. Sherman and Keyes followed Schenck. Richardson set out towards Mitchell's Ford to play his part in Tyler's deception.

Although Schenck had only two miles to march before reaching the roads Hunter and Heintzelman were to take to Sudley, he took about two hours to cover that short distance. Schenck had a skirmish line leading the way which was spread across the Warrenton Turnpike. The skirmish line was marching cross country, at a pace much slower than a column marching on a roadway. He was also burdened by a 30-pounder Parrott which had to be manhandled over the wooden bridge at Cub Run. After two hours Tyler became apprehensive and ordered Schenck and Sherman to march along the side of the road so that Hunter and Heintzelman could pass by and begin their march on the poor country road. McDowell apparently had the same idea and ordered Keyes off the road also. With the First Division now clear of the road Hunter and Heintzelman turned north. The Union army continued to fall behind schedule.

Finally, about 6:00 AM, Schenck arrived at the high ground (CC9) overlooking the Stone Bridge. Schenck turned left and formed up south of the turnpike while Sherman formed on the northern side. Keyes remained on the turnpike. They were briefly distracted by Confederates posted on the north side of Bull Run, but easily brushed them back. Down at Mitchell's Ford, Richardson had arrived on schedule around 5:00 AM. The first part of the Federal plan was in place, if somewhat late.

Facing the three brigades at the Stone Bridge were two small Rebel regiments, two cannons and a detachment of cavalry of Colonel Evans' brigade. Tyler was ordered to convince this force that the entire war was focused on them. Evans viewed the strength which was arrayed against him and pulled all the pickets posted by the Stone Bridge back to his lines. He kept his troops hidden behind the slopes on his side of the bridge, but posted skirmishers along the entire line and proceeded to exchange small arms fire with the Federals. He did not permit his entire force to be seen, nor to return general fire and so left Tyler guessing about his true strength. Therefore, when Tyler signaled the start of his demonstration with three shots from the Parrott rifle, it was Tyler himself who received a lesson in successfully deluding the enemy. Tyler was certain a



large Confederate force opposed him and made no more than token efforts towards his front. Perhaps the experience of the 18th was still fresh in his mind.

While Tyler was demonstrating, Sherman himself was personally scouting for a ford above the bridge. Afraid that the Stone Bridge had been mined and set to blow up when crossed, Sherman saw the necessity of having an alternate passage. The fiery commander desired an attack as soon as possible, a spirit now lacking in Tyler. Sherman found his ford about three-quarters of a mile north of the bridge.

Richardson had also opened his demonstration at the area around Mitchell's Ford. About 5:15, Bonham sent a message to Beauregard that the Federals had arrived in his front. Beauregard was also aware that the Federals were in force at the Stone Bridge. Beauregard now realized that the Union army was assaulting his left flank. However, he had worked out a plan and saw no reason to abandon it at that point. Writing after the war he explained his decision, "As their movement against my left developed the opportunity I desired, I immediately sent orders to the brigade commanders, both front and reserves, on my right and center to advance and vigorously attack the Federal left flank and rear at Centreville, while my left, under Coker and Evans with their supports would sustain the Federal attack in the quarter of the Stone Bridge, which they were directed to do to the last extremity. The center was likewise to advance and engage the enemy in front and directions were given to the reserves when without orders, to move towards the sound of the heaviest firing." He then explained

why his plan was sound geographically since he was so close to Centreville and the bulk of the Union army. "About half-past 8 O'clock I set out with General Johnston for a convenient position; a hill in the rear of Mitchell's Ford, where we waited for the opening of the attack on our right from which I expected a decisive victory by midday, with the result of cutting off the Federal army from retreat upon Washington."

Although the battle was examined and re-examined after the war, Beauregard was never convinced that the battle was going beyond his control at this point. His weakest flank was under assault, his lines of communications threatened. He had no clear idea about the disposition of the Union Army, but he did know he was under attack and that his own attack had not started and did not seem to be in motion at all. Still, if Beauregard could have ventured to cross the river with his Army of the Potomac, he certainly would have entered Centreville with little difficulty. Only Richardson and Miles stood in the way. This would have produced a very interesting situation—the armies would have exchanged places and would be sitting squarely astride the enemy line of communications. The result of that theoretical position is difficult to assess. However, Beauregard did not know where the bulk of the Union was located and he could only assume the way to Centreville was open. With a flank in grave danger, any assumption of an attack was misguided.

Simply put, Beauregard wanted to win an offensive victory, not a defensive one. Repulsing the Union assaults was not his order of glory. Personal

glory may as a motivating factor also be seen at the root of this plan, and was certainly not missed by Beauregard's contemporaries. The mass of the troops sent up to his left flank were from the Army of the Shenandoah. One of Johnston's artillery commanders (who later became a general himself), Imboden, wrote, "The battle was mainly fought by Johnston's troops from the Shenandoah. Two-thirds of the killed and wounded were his men and officers. Beauregard's troops were strung out for several miles down the valley of Bull Run, and did not get up to our aid till near the end of the day. General Beauregard himself, who was in the thickest of the fight, come upon the field long before any of his troops arrived, except those he had posted under Evans to guard the Stone Bridge, and which, with Bee's troops, bore the brunt of the first attack." Beauregard's courage is not in question, but it appears that even after he realized that the battle was being fought on his left and not McDowell's, he did not shift the bulk of the Army of the Potomac. The result was that several large brigades—Longstreet's and Ewell's—did nothing throughout the battle, when the addition of these regiments might have meant victory or defeat to Beauregard. Beauregard was to be victorious, but his efforts were overshadowed by other heroes of the battle.

While Richardson and Tyler were conducting their displays, Hunter and Heintzelman were still on the march. They had been delayed by makeshift abatis and the poor conditions of the country road. Their guides knew that there were two roads to Sudley Springs but believed the shorter would expose the Federals to observation before they could launch their surprise attack. Thus the guides chose the longer road but either did not know or did not make it clear to the generals that the longer road added about four miles to the march. Consequently, the flanking column did not arrive at Sudley Springs Ford until around 9:00; the troops were already exhausted before the attack began. Burnside's brigade led the way across the water, hurried by their officers who had had Tyler's action sounding in their ears for two and a half hours. When Burnside formed on the south side of the ford and moved down Sudley Road, he found one of the heroes of Bull Run squarely in his path. This was Colonel Nathan Evans.

Evans had watched Tyler bide his time and intuitively reached the correct conclusion—the enemy attack was not to be made at the Stone Bridge. About 8 o'clock Porter Alexander in the signal tower sent Evans and Beauregard the warning that a large body of Union troops was seen in column approaching Sudley. This was enough for Evans. By 0900, under his own initiative, he was in a line across Buck Hill (hexes R10 and S10) with his two cannons in support. He had left four companies behind to confuse Tyler. He informed his flanking commander, Coker, of his actions so that if Tyler became aggressive Coker might extend his thin line to further slow the Federals. Beauregard had meanwhile dispatched Bee's brigade towards the Stone Bridge sometime after 7:00 and around 8 o'clock sent Bartow and Jackson towards that flank in support. So reinforcements, although insufficient, were coming even as Evans began the fight which saved the Confederacy.

When Evan's firing became loud to Beauregard, the general still refused to cancel his attack orders to the bulk of the Army of the Potomac. This was just as well now, because a breakdown in the staff work left most of the Army of the Potomac without orders at all. So while Beauregard was waiting for his advance to victory to develop, his brigades were waiting for any direction at all.

By 9:30 the situation had become very hot for Evans. He had placed his two regiments in line with his two cannons in the center; when Burnside's first regiment, the 2nd Rhode Island, started up the

slope towards him, Evans opened a fire so intense that the Union movement was brought up short. Hunter arrived and tried to deploy the inexperienced Federal infantry in a line long enough to overlap Evans, but there was too much confusion for this to be done effectively; the Confederate fire was so intense that Hunter was wounded and left the field, passing divisional command to Burnside. Burnside had a narrow escape himself as his horse was shot from under him. Finally, Porter arrived and took overall command of the division from Burnside, while directing his own brigade into line on Burnside's right. As Porter's brigade came into line, the Louisiana regiment of Major Wheat chose this moment to charge the Federal center. They acted so ferociously that they became known as "Wheat's Tigers" (and later, the "Louisiana Tigers"). Some threw down their arms and brandished huge knives while they charged. But the attack could hardly defeat two Union brigades and after the firing abated, the Tigers returned to their line. They had not come away unscathed and carried the seriously wounded Major Wheat with them. But they had shaken the Union troops.

The Federals now overlapped both Confederate flanks and Union artillery had suppressed Evans' two cannons. Evans would have been overwhelmed by the next Federal attack, but around ten o'clock Bee came rushing up and immediately went into line to support Evans. Not long after Bee's appearance, Bartow arrived with two regiments and formed in line on Bee's right. The situation was by no means stabilized for the Confederates remained at a 2-to-1 disadvantage. Nevertheless, as soon as the lines were formed the southern brigades charged. The object of their charge were the fine batteries of Griffin and Ricketts which had just unlimbered in the Federal line. These batteries had a different fate later in the afternoon, but at this point they had too much support. The Rebel assault was beaten back with heavy casualties, but the Federal advance was being held up and time was won for more Southern re-enforcements to arrive.

About 11 o'clock Heintzelman's first brigade, Franklin, came into the field from Sudley Springs Ford. He had been delayed while all of Hunter's troops had crossed. Wilcox would not cross the ford for another half hour or so. Franklin was ordered by McDowell, who was not even on the field, into line on Hunter's right. So, at 11 o'clock McDowell sent a message to Tyler to cross and support the Union left. Sherman's brigade immediately crossed at the ford their general had recently found (hex Y4).

At about the same time Jackson's brigade was coming onto the field. After Jackson surveyed the ground, he went into line across Henry House Hill (U12, T12, T13 and T14) behind the main Confederate battle line on Buck Hill. Jackson had judged that this was much better defensive ground. On a reverse slope, he ordered his men down to protect them from artillery fire.

Under pressure from Heintzelman on the left and Sherman on the right, the Confederate line began to give way. The flanks had been the first to fall back, since this was where Federal pressure was most intense. Finally, Bee's last regiment was forced back. Buck Hill had fallen.

McDowell, Sherman, Porter, and Burnside watched the retreat from the Matthews House (R8). McDowell thought victory was now in his grasp and ordered the attack pressed. Sherman's brigade was relatively fresh and Keyes' was coming into line. Howard was crossing Sudley Springs Ford. McDowell had the bulk of his army across the Run and the Confederates were retreating before them. But McDowell was precisely one hour too late. Evans had begun the fight which ultimately would allow Jackson to form on good ground. Because of his bravery and that of the troops of his small

brigade, the battle was moving into its second phase.

As stated above, for one reason or another Beauregard's orders to the brigade commanders in the Army of the Potomac were either lost or incomplete. Some information they received was completely in error. The result was that Beauregard and Johnston at Mitchell's Ford awaited a Confederate attack that never occurred. Finally, after conferring with each other, Jones, Holmes and Ewell crossed Bull Run. But by this time Johnston realized that the fight was on their left and that his men were bearing the brunt of the action. Johnston began the long ride to Henry House Hill. Beauregard debated with himself, recalled his three brigades to the southern side of Bull Run, then changed his mind and sent them back. He still had not given up his grand plan. However, he did send some troops to the left. Hampton had arrived from Richmond early that morning and was well on his way. Early was ordered to march to the left and Coker was told to shift toward the sounds of guns. At about noon the last train from Ashby's Gap arrived carrying Johnston's final brigade. This was to be Kirby Smith's brigade. He was immediately ordered to reinforce the left. Beauregard was coming to terms with the actual battle, not the one he had planned and still wanted to fight. Beauregard started his own ride to Henry House Hill.

At 12 o'clock as Kirby Smith was detaching his temporary command, Hampton and his Legion arrived at Henry House and advanced to the north slopes. The forces from Buck Hill retreated in good order past the Legion and rallied near his right rear. Hampton was game for a fight and promptly counterattacked the Federals now swarming up the Henry House Hill. Once again the Confederates fought against overwhelming odds to gain time. When Hampton finally fell back behind the Robinson House, the brigades of Evans, Bee and Bartow were forming a line with Jackson as a base. But the soldiers were mostly confused and simply milling around. Bee rode among them and tried to rally them with little success. Bee then rode to Jackson and, although he was senior on the field, asked Jackson's advice. Jackson simply stated he would give the Federals the bayonet. Bee went back to his troops and made a speech which ended with wording to the effect of, "There stands Jackson like a stone wall. Rally around the Virginians." The exact wording and its meaning has been a controversy ever since, but without question, Jackson became "Stonewall" from then on. With that speech, Bee led his men in an attack on the batteries of Griffin (the D/5 artillery counter of Porter's brigade in the game counter mix) and Ricketts (the I/1 counter in Franklin's) now emplaced on Henry House Hill. The attack was crushed and Bee was carried from battle, mortally wounded.

A half an hour later Johnston and Beauregard arrived on the field. They went frantically pulling together the scattered regiments and gradually formed a line with Jackson as an anchor. As the line was being strengthened another historical controversy emerged. Johnston and Beauregard decided that Johnston should direct the overall battle while Beauregard directed the tactical side. Beauregard ever after maintained that it was his idea but Johnston claims it was his orders and that he, Johnston, made all the important decisions concerning the battle. In any event, Johnston rode to Portici (Y16), a house about a mile from the Henry House and from that position Johnston would direct any troops which would be arriving to fight, while Beauregard directed their placement in the line. The Confederates finally formed a line which extended from the Sudley Road (T16) on the left to Young's Branch on the right, mostly along the reverse slope of Henry Hill. For the past hour the Federals had been feeling their way along that line as they organized for a final push. From one to two

PM the situation remained relatively stable, but with the Confederates gaining strength and confidence. Stuart arrived with his cavalry on the left and Coker arrived on the right. Bonham was coming up. The Confederate right had been pushed back, but it came back in order and maintained its line. Finally, the Confederates were all on the reverse slope of the hill and in a fine final defensive position. Jackson had not moved, and the line would have to hold or the battle was over. The ground to their rear was not favorable for another defense.

Around two o'clock McDowell had tired of the fight. He decided to soften the Confederate's line with his superior artillery and then sweep forward for the final victory. He made his worst mistake at this moment. In his zeal to finish the battle, he ordered Griffin's and Ricketts' batteries up to the fields (U13) near the Henry House, very close to the Confederate left. The batteries were exposed in this position and a regiment, the 11th New York, was ordered to support them. Griffin still protested the position but one of McDowell's staff officers, Major Barry, affirmed the orders. As the batteries unlimbered they drew fire from the area around the farmstead. The gunners responded by shelling the house. Inside, widow Judith Henry and her family were waiting for the end of the battle. One of the shells hit the widow's bed in which she was confined and severely wounded her. By nightfall she was dead, the only casualty from this shelling.

The batteries were disastrously placed. They were nearest to Jackson's regiments, and began shelling them. As the guns began their work the 11th New York came up as ordered. Jackson's men gave them such a severe fire that the New Yorkers were broken and fell back behind the guns. As they retreated Stuart's horsemen dashed forward and harried their withdrawal. After the cavalry charged, the 11th tried to rally itself to support the batteries on their right and two guns on their left. There were heavy woods to the right and the gunners could not see their positions. The 33rd Virginia from Jackson's brigade, dressed in blue (many units were wearing whatever was at hand for this first battle, and some few units of both sides were dressed in the colors we associate with the other) swung around Jackson's left and into the woods, emerging on the batteries' right flank. Barry and Griffin saw them. Griffin was sure they were Confederates and moved two guns to fire cannister into them. But Barry maintained it was the support regiment and countermanded the battery commander. Griffin argued but did not fire. The Virginians continued to advance until they were only fifty yards from the battery. Other commanders were also uncertain of the identity of this mass of moving men; Heintzelman spotted them and immediately ordered the remnants of the 11th New York to charge. Griffin was getting edgy again and ordered several of the guns to limber while shifting others to cover the Virginians. But it was too late. After dressing their lines as if on parade, the 33rd fired a terrific volley into the batteries. To witnesses it seemed that every man and horse in the batteries simply laid down and died. So many of the horses were killed that the guns could not be moved. Rickett himself was captured while lying wounded. One of Griffin's guns was moved away by hand, and two guns from a Rhode Island battery which had been attached to Griffin were saved. As the Federals hauled off the three guns, the jubilant 33rd Virginia climbed over the cannon that remained.

When Jackson saw the success of the 33rd, he ordered his brigade to advance to take advantage of the Union confusion. As he was going forward, Franklin's brigade drove the 33rd from the captured guns. The battle was moving into the final phase and was in the balance at that historic moment, between 2:00 and 2:15 PM.

For the next two hours the close fighting raged back and forth. Griffin's and Ricketts' guns were captured and retaken three times. But the Federals were attacking piecemeal, not with coordination. Even Sherman on the Federal left, sent in one regiment to attack at a time. This allowed the Southerners to shift to meet each attack and maintain their line. As the Union regiments were forced back they began to cause disorder in the Federal lines. At three Howard came in with several regiments which had not yet fought. He was placed in the forefront of the line. His troops managed no better than other Federals. Clearly, the Union troops were getting tired, tired from being up since 2:00 AM and tired of the fight. Singly and in small groups they began to leave the battle line and return the way they had come.

The Confederate line was being strengthened even as the Union line was eroding. Part of Bonham's brigade arrived. Kirby Smith's entire force minus a regiment which guarded the baggage came up on the Confederate left. As Smith came on line at 4:00 he was wounded and command devolved on a Colonel Elzey. A fiery leader, Elzey promptly tore into the exposed Federal right flank. A little after 4:00, Early's brigade went into line on Elzey's left. As the Elzey and Early commands ground forward the Federals began to retreat.

Beauregard now ordered a general advance. The Federals fell back all along the line. They could see no further use in the fight and began to ignore their officers when those leaders tried to control them. At first, the retreat was slow but steady with some units retaining their cohesion. But gradually the roads became congested and the commands jumbled together. Rumors of pursuit were persistent. The last extremity was reached when a shot from a Confederate cannon overturned a wagon on the bridge over Cub Run. With the major escape route blocked the Federal troopers panicked. The retreat became a humiliating rout. Adding to the confusion were the numbers of citizens from Washington who had come to witness the battle.

[This, along with Jackson's new name, are the most famous historical aspects of the battle. Everyone knows of "Stonewall" Jackson and the sight of congressmen and fine ladies running from the advancing Southerners. It says something profound about the perceptions of the Confederacy and their enemy in our popular myths of history.]

Not all the Union troops joined the rout. McDowell formed a last defensive perimeter around Centreville with Richardson, Davis, Blenker and portions of Schenck and Keyes. But it was for nothing. The Confederates were too exhausted to pursue. In addition, Jefferson Davis had arrived at Portici and Beauregard was basking in the glow of victory. Davis wanted a pursuit the next day but a heavy rain made this impossible. The Battle of First Bull Run was over.

Aftermath

What were the results? Of course the first fruits of any battle are casualties. When a final count was made the Federals lost 16 officers and 444 enlisted men killed, 78 officers and 1046 enlisted men wounded, 50 officers and 1262 enlisted men missing. The Confederate losses were almost as heavy: 25 officers and 362 enlisted men killed; 63 officers and 1319 enlisted men wounded (including Stonewall Jackson, wounded in his index finger as he was raising his hand, some say, in prayer); one officer and twelve enlisted men missing. The Federals lost 25 cannon and a tremendous quantity of small arms, ammunition and various supplies (including the abandoned battery wagons, ambulances and wagons).

Aside from the material captured from the Federals, the Confederates gained little except time to continue building their army. In fact the victory

brought something the South could ill afford — a mistaken reputation and misguided legend. As a US Park Service brochure description of the battle concludes: "For a few days, the North was dazed; stocks went down, money went up, and people sat around with their hands folded in despair. Then, almost by magic, the scene shifted and stern resolve took the place of the hysteria of the Hundred Days since Sumter. Lincoln called for volunteers. The best blood of the North in all ranks of society, in the East, in the Ohio Valley, and on the shores of the Great Lakes responded. The new men went into the conflict with a determination and a spirit that has seldom been seen and never excelled. In the South, the news of the victory was received with great elation. Thanksgiving sermons were preached from the pulpits while public officials commemorated the event with congratulatory proclamations. In the ill-considered opinion of many Southerners, the war was over; yet seldom if ever has so complete a victory had such meager results. An overweening confidence and false sense of security developed in the South, a paralysis of enterprise more damaging to it then the disaster of defeat for the North".

Their real heroes of the battle, Nathan Evans and Barnard Bee, are not remembered now. But some other names remain in the consciousness of our nation. Most are Confederate commanders: Longstreet, Hill, Early, Ewell, Jackson, Kershaw, Imboden, Stuart, Pendleton. A few come from the defeated Union army: Burnside, Howard, Ricketts and Griffin. And one who was certain that he was now consigned to obscurity, but later would be part of the team which would ultimately destroy the Southern cause: William Tecumseh Sherman. McDowell lost his command, as all politically chosen generals must after a defeat. But at every step he had done well, the only serious mistake being the impatience which led to the loss of Griffin's and Ricketts' batteries. If his army had been a little less green or an hour faster, McDowell would be remembered for victory instead of ignominious defeat and the ensuing rout. He deserves better than that.

A Short Bibliography

Davis, William C., *Battle at Bull Run* (Doubleday, New York 1977).

This is my favorite secondary source. A finely written, detailed account of the events which led up to and the course of the battle itself. Davis only lacks a campaign map. Tops in all other ways.

Johnson & Buel, editors, *Battles and Leaders of the Civil War, Vol 1, From Sumter to Shiloh* (Castle Books, New York, 1956).

After the *Official Records* (which are difficult to find in some places), this is the source of our first hand accounts. A historian must take some with a grain of salt since the writers benefit from hindsight. Orders of battle and losses are included for every major battle. Useful.

Symonds, Craig L., *A Battlefield Atlas of the Civil War* (The Nautical and Airatone Publishing Company of America, Annapolis, 1983).

A brand new entry into this area. A definitive study of any of the major battles.

Freeman, Douglas S., *Lee's Lieutenants* (New York, 1943-44).

Every true Civil War student has these books. Sometimes a bit biased, the sections on First Bull Run are quite fine.

SERIES 300 G.I.: ANVIL OF VICTORY SCENARIOS

SERIES 300 is a pad of ten scenarios for *G.I.: ANVIL OF VICTORY* printed on the same index stock and in the same style used for both *SQUAD LEADER* and all its gamettes. These scenarios were designed by the team of Jon Mishcon and Joe Suchar and playtested by several of the *SL* playtest groups who play so important a role in the continuing development of the game system. For those players disdaining the "design your own" approach, here is your chance to experience more *G.I.* scenarios which have been tested for balance and constitute top quality playing aids. Here is the chance to employ more of those special US armor units provided with *G.I.* in scenarios based on the final death throes of the Thousand Year Reich, as the wounded but still dangerous German military machine strives with its last resources to defend the Fatherland.

The ten scenarios comprising *SERIES 300* are titled as follows: TRIAL BY COMBAT (1945), THE CLEARING (1944), STAND FAST (1944), THRUST AND PARRY (1945), RIPOSTE (1945), THE DUEL (1945), THE RAG TAG CIRCUS (1945), POINT D'APPUI (1944), HAN-SUR-NEID (1944), and THE ROER BRIDGEHEAD (1945).

SERIES 300 is available by mail order only from the Avalon Hill Game Company for \$5.00 plus usual postage charges. Maryland residents please add 5% state sales tax.

ORIGINS 84
THE NATIONAL
GAMING CONVENTION

June 21st - 24th, 1984

Dallas Market Hall North
in Dallas, Texas

ORIGINS 84 will feature board-gaming, miniatures, and role-playing events and tournaments, a huge dealer's room, demonstrations, and many famous speakers and guests.

Don't miss **ORIGINS 84**.

For more information,
send a stamped, self-addressed
envelope to:

ORIGINS 84
P.O. Box 59899 Dallas TX 75229

ORIGINS 84



KING OF THE HILL

A Tactical Analysis of LITTLE ROUND TOP

By David Bieksza

LITTLE ROUND TOP introduces the re-issue of the defunct Operational Studies Group line, and a better choice would be difficult to make. The game provides a rare combination of historical fidelity and balanced competition in a small and manageable format. In fact, the tiny size of the box may well discourage some potential purchasers. Make no mistake: *LITTLE ROUND TOP* deserves serious attention. The complexity rating of "4" printed on the back of the box understates the depth of decision-making necessary to succeed in this game by two or three levels. Furthermore, the printed playing time of "2½ hours" indicates that this is no pint-sized "beer-and-pretzels" game to be leisurely played over a lunch hour.

Before discussing the tactical intricacies of *LITTLE ROUND TOP*, two preliminary remarks apply to both sides. The first is a word of caution to players new to the game. The Turn Record Track has 18 boxes. Be prepared to use most of them. Both the historical situation and the game system render an early and decisive advantage to either player highly unlikely. Typically, the winner does not become apparent until the very end of the game. So players should not become discouraged by either their apparent lack of progress or the seemingly slow pace of play—patient maneuver in the early turns builds to a climax of combat at the end.

The second remark pertains to the game mechanics. The system is unkind to players who like to use their forces in a piecemeal fashion. The Confederate commander who pushes a regiment forward unsupported by the rest will see the enemy concentrate against that regiment and chop it up; the Union commander who burns up most of his Command Points in rushing a few companies to a contour line just to take potshots at the enemy will see them pinned and overwhelmed in melee. The proper use of maneuver, runs the theme of this article, is the coordinated movement of mutually supporting units.

To put these broad observations in focus, we'll now examine both sides in detail:

THE CONFEDERATE ATTACK

The winner is determined on the basis of Victory Points scored for attrition and for occupation of geographical objectives, (the four Victory Hexes marked with red Maltese Crosses). At first glance a manpower comparison suggests that Southern firepower should easily overwhelm the defenders: at worst the CSA outnumbers the USA by 18 Strength Points (73 to 55). But terrain and the Rebel order of appearance severely restrict the number of rifles that can be brought to bear on the enemy. The North usually occupies positions that shelter its troops from rifle fire, as well. So the Confederate player should not expect to gain a decisive advantage from attrition. In practice, the Confederates have inflicted an average of 27.5 Strength Points in losses on the Union, while they have suffered an average loss of 41 Strength Points.

For the South to win, it *must* try to occupy the Victory Hexes. Each one seized represents a 10-VP swing: 5 points more for the CSA and 5 points less for the USA. Occupation of territory implies kicking out the enemy with a melee, but in *LITTLE ROUND TOP* melees are extraordinarily indecisive. Even at the highest and lowest differentials, the weaker side has a chance of remaining in the hex and prolonging the melee into the next

Player-Turn. Furthermore, both sides' units tend to have much the same strength, so the average melee between two attacking companies and two defending companies usually results in a differential not far removed from zero.

In short, an unimaginative frontal attack will gain territory only by terrific luck in die rolling. Instead, the South should exploit its manpower advantage by exerting simultaneous pressure all along the spur of Level 5 ground, which usually delimits the 20th Maine Regiment's defensive position. The Yankees have insufficient strength to counteract threats along the eastern, southern, and western slopes of the spur at the same time, and on this basis the South will have opportunities to deliver higher-differential melees. This plan requires a coordinated advance by all three Confederate regiments in tandem. Col. Oates takes six companies of the 15th Alabama in one "battalion" to deliver the main assault on the southern tip of the spur. Cpt. Hill with the remaining four companies in another "battalion" conducts a flanking march to the eastern slope of the spur. The 47th Alabama similarly marches to the western slope of the spur. The 4th Alabama, limited to the western six hex-rows, protects the flank of the 47th Regiment from the 83rd Pennsylvania.

15th Alabama. The 15th Regiment offers the first real menace to the Union—the regiment's entry hex practically aims it at the southernmost Victory Hex. (For convenience, this will be referred to as Victory Hex 1, the one in 0908 as Victory Hex 2, and so forth.) Col. Oates' task is to capture this hex before Turn 12, which will stave off the crippling effects of fatigue until Turn 15 at the earliest. Six companies and the regimental color guard provide the muscle. Although the flanking movements will take time to develop, Oates cannot afford the luxury of hanging back and engaging in a medium- or long-range firefight. Not only do the Northerners enjoy the benefit of higher terrain, but after Turn 9 the 15th Regiment will start running out of ammunition.

Instead the boys in gray should march adjacent and stare the Federals in the eye. This exposes the troops to no more firepower than before because, unlike many similar games, *LITTLE ROUND TOP* applies just a "x1" multiplier to close-range fire. (Only the weak Sharpshooter company is doubled at a one-hex range.) The advantages lie, first of all, in the casting of Zones of Control into the Union position; Northern redeployment now triggers Withdrawal Fire. Secondly, the South threatens to initiate hand-to-hand combat in hopes of generating continuous melees; the pinned defenders thus cannot respond to an emergency elsewhere on the battlefield. And third, the Confederate troops may find an opportunity for infiltrating through gaps in the defensive line (see below).

Cpt. Hill and the other four companies face a tough assignment in attempting to turn the Union flank. Their route is long, and traversing it in line formation consumes too much time. Hill's group should stay in column until the enemy actually opens fire at them. Though column formation is terribly vulnerable, if the Confederate master plan is operating well the 20th Maine should not be able to spare enough troops to guarantee a crippling fusillade.

However, this is likely to be an academic consideration. Hill's battalion receives the greatest peril from the 20th Maine "detachment". The details of this danger are discussed below, but in general the detachment secretly deploys in the southeastern portion of the mapboard and then threatens to open fire on the rear of Hill's men, highly favorable for the North on the Fire CRT and highly unfavorable for the South on the Morale Table. The Confederate player has three options for neutralizing this detachment.

First, he can ignore it, hoping to gain an advantage with respect to the main defensive battleline before the detachment can intervene. Second, he can guard against it, either by leaving behind one or two companies or by keeping the rear-end units of his battalion facing the detachment. Third, he can delay the flanking march and attack it directly. The first course is worthwhile against a timid or conservative opponent. The second is the optimum choice, as it maintains pressure while protecting the Confederate rear. The third is an act of desperation by a Confederate player who's seen the detachment wreck his carefully-orchestrated attack once too often. This option calls for Hill's men to conduct a Vietnam-style search and destroy sweep through the Level 2 terrain. Catching and clobbering the detachment may dispel a great deal of frustration, but by the time Hill reaches the main Union line he can expect to be too late to influence the outcome of the game.

A question affecting the entire 15th Alabama is the choice of entry time, Turn 3 or Turn 5. A delayed entrance has the superb advantage of restoring the regimental water party to Companies B and C. At full strength these units *can* tackle the Union defense with frontal melees. On the other hand, although the possibility of fatigue is delayed by two turns, the increased risk of ammunition depletion is not. Worse, the delayed entrance effectively shortens the game by two turns; in a game as tightly balanced as *LITTLE ROUND TOP* that can be fatal. Perhaps worst of all, late arrival leaves only two Movement Phases before the 20th Maine detachment is released from its movement restrictions. The Sharpshooters can pop up out of nowhere and block Hill's battalion long before it reaches the eastern slope of the spur. If nothing else, Hill's men must prematurely change formation, resulting in extra Command Point costs. To continue their march they must overcome the Sharpshooters—more delay—and Company B still threatens to fall on their rear. So the delayed entrance of the regiment does much to negate the threat of the eastern pincer movement. In view of the many disadvantages, the delayed entrance is not the preferred tactic, but it does have enough merit to warrant occasional use when play becomes stereotyped.

47th Alabama. The 47th Regiment's bark is, alas, worse than its bite. The C morale hurts even more than the low manpower, since it renders the regiment susceptible to mass retreats due to chain-reaction failed morale checks. The 83rd Pennsylvania poses yet another difficulty: the 47th may have to team up with the 4th Alabama to defeat the Pennsylvanians even before Bulger's boys can assault the stone wall. But if the regiment retains the ability to assemble one strong stack, it still offers a

credible threat. Pressure from the 15th Alabama should leave the 20th Maine few troops to spare for the defense of the western slope of the spur.

The Confederate player should also be aware of an opportunity for the 47th Alabama to directly aid Oates' battalion. The Union player may be tempted to line several unstacked companies along the Level 4 contour to increase the firepower Oates' men must brave as they advance. If so, the 47th should wheel right and contact the enemy flank. Bulger will not singlehandedly unhinge the whole Union position, but he will inflict some useful attrition with Withdrawal Fire when the Yankees disengage—especially because a company cannot back out of a Zone of Control over a stone wall hexside.

4th Alabama. The mission of the 4th Regiment is basically defensive, protecting the 47th Regiment's flank when it faces the stone wall. This requires the regiment to react to the approach of the 83rd Pennsylvania. If the Northerners choose to move straight down the corridor of Level 3 ground, Col. Scruggs can sit back and relax. Cpt. Jones' 15 Command Points propel the Pennsylvanians at an average speed of one hex per Turn. At that rate the 4th Alabama will enjoy plenty of target practice, and the 47th Alabama can operate against the 20th Maine without fear of imminent interference from the 83rd. However, Jones' route will more likely take his men along the Level 4 contour (see below), which means a more equal fight. In response the 4th Regiment should try to gain a foothold on Level 4 before the enemy can reach the 47th Regiment. In this case Scruggs should be content in fighting the 83rd Pennsylvania to a standstill.

The best deployment for the 4th Alabama is at the base of Big Round Top in the southwest corner of the mapboard. From here it can advance northward with the 47th Alabama in echelon for mutual support. But since the rules permit the regiment to set up as far north as the xx09 hexrow, the temptation exists to launch it at the 83rd Regiment before the latter can receive its reinforcements. Resist the temptation. The boys in blue occupy good defensive terrain, so the Alabamians are likely to suffer more casualties in a firefight. Furthermore, Scruggs has insufficient Command Points to push two companies through three hexes and initiate a melee even by one, so Jones will have the opportunity to redeploy—and even without reinforcements the Pennsylvanians can keep the melee differential low. Worse, the 4th Regiment lacks support so far northward, so Cpt. Spear threatens to bring some Maine troops forward and catch it in a crossfire.

For variety however, the 4th can *feint* towards the 83rd Regiment. One possibility calls for the Southerners to shoot up the enemy with Volley Fire, then withdraw before Spear can intervene. If they can lure Spear's men all the way down to Level 3 territory, Scruggs deserves a cigar, for these Yankees will be unable to respond to a request for assistance from the rest of the 20th Maine when the 15th Alabama creates a crisis. Another possibility is to stand until Spear's battalion reaches the Level 4, contour, then turn and launch kamikaze melees against it. The outcome will almost certainly mean the crippling of the 4th Regiment, but every casualty inflicted means one less Strength Point available to stem the tide of the 15th Regiment.

In view of all the shortcomings of the 47th Regiment, the optional rule releasing the 4th Regiment from its restriction to the westernmost strip of the map appears to solve the problem. The 4th and 47th simply exchange places, so that Scruggs directs the assault up the western slope of the spur and Bulger protects *his* flank. Unfortunately, in practice the exchange proves to be less advantageous than expected. For one thing, the 4th Regiment can muster only two 6-SP stacks, no more than the 47th. For another, the 4th has no regimental flag to boost melee strength without risking Scruggs. Finally, the

4th Alabama's *B* morale seems only a marginal improvement. This approach is not the preferred tactic, but it is worthy of occasional use when play becomes stereotyped.

THE UNION DEFENSE

Opposed by superior numbers, the North still has an excellent chance of victory provided the Union player recognizes two salient points. First, he should realize that the loss of Victory Hexes is not fatal. Commonly the game ends with an even division of the Maltese Crosses—the southern pair in Confederate hands and the northern pair in Union hands. Thus the North wins if it holds the advantage in attrition and, as we've seen above, the North averages a 13-Strength Point lead. Therefore the Union should not fight to the death over Victory Hex 1. Perhaps more importantly, the Union player should not become demoralized over enemy territorial gains.

Secondly, the best Union defense is an aggressive defense. Has the 4th Alabama put its head in a noose? Send Spear to pull the rope. Has the 47th Alabama rushed up before the 15th could deploy? Launch a spoiling attack to neutralize it. Has Hill's battalion lost cohesion due to the 20th Maine detachment? Spring a surprise melee on the weak force that has struggled into a flanking position. In all cases the Union player must be alert for chances to defeat the enemy in detail, thus foiling the enemy's manpower advantage.

Apart from this opportunistic outlook, the Union player's basic defensive plan must follow three phases, each vital. In the first phase, the main body of the 20th Maine protects Victory Hex 1 while, if necessary, Spear rescues the 83rd Pennsylvania. In the second phase, the 20th Maine delays the main body of the 15th Alabama seeking to capture Victory Hex 1 while the 83rd slowly filters southward on Level 4 and Spear does his best to hold the flanks. In the third phase, the North consolidates a solid defensive line through Victory Hex 2, the 20th Maine in a curving line across Level 5 and the 83rd Pennsylvania holding the western flank on Level 4. And in the terminating phase, either Chamberlain accepts Oates' sword in surrender or the remnants of the 20th Maine scramble to hold on to the final two Victory Hexes.

20th Maine. The main burden of a successful defense falls on the 20th Regiment, and the key to success is the ability to concentrate against each enemy thrust. If the Confederate player sends his regiments forward in a piecemeal fashion, the Union player can sit back and enjoy himself as he repels each regiment in turn. But if the Confederate player has read the first section of this article, the Union player should prepare himself: for most of the game he'll be treading on the edge of disaster.

Initially Col. Chamberlain takes five or six companies and forms a V-shaped defense of Victory Hex 1. Stacked companies wait at the contour line, ready to receive a hasty Rebel melee. The colonel himself occupies the Victory Hex itself so that he can rally any unit that becomes disorganized. No unit should venture south of the stone wall lest the 47th Alabama move up to pin them down (see above).

At the same time, Cpt. Spear organizes the remaining three or four companies into the reserve. If the 4th Alabama threatens the 83rd Pennsylvania, Spear marshals the reserve at the Level 4 contour to catch the Alabamians in a crossfire (although it is unlikely that Jones and Spear will be able to combine fire against the same unit—see 10.17). Under no circumstances should Spear descend to Level 3; otherwise the troops will be too far away to support Chamberlain against the 15th Alabama. After the repulse of the 4th Alabama Spear falls back behind the stone wall.

The next phase of the battle is perilous. Spear must fend off the 47th Alabama until the Pennsylvanians arrive while sending some strength to Chamberlain so that Chamberlain can shift troops over to the eastern slope to check Hill's battalion. If the pressure from Oates is too intense, Chamberlain can gain a temporary respite by withdrawing his battalion back from the contour line, which shelters them from rifle fire from below and consumes enemy Command Points for pursuit.

The arrival of the 83rd Regiment should ease the pressure in the west, but not enough to save Victory Hex 1. In the absence of a golden opportunity to retake the hex (i.e. the Union can melee the defenders with a high differential at little risk from defensive fire), the 20th Maine should conserve its strength and retire to Level 5. At this point the 15th Alabama may be in considerable disarray, so a pause at the contour line for a few shots may be profitable. But eventually the regiment should fall back to a solid line through Victory Hex 2. If the game progresses according to plan, the South will capture the hex too late to advance beyond it.

If not, the Union player must carefully calculate attrition Victory Points and decide how many more Victory Hexes he can afford to yield. Should the answer turn out to be "none," the 20th Maine is better off *screening* them rather than defending the hexes themselves. In a close game, a crafty Confederate player can snatch a victory by engineering continuous melees on the Victory Hexes at the end of the game, which ensures that *neither* side gets Points for them!

One minor remark also applies to the 20th Maine. Late in the game a spare company should be placed on the closest Victory Hex *behind* the main battleline. Ammunition shortages crop up most frequently at this stage. A company that runs out of ammo loses its Zone of Control, so unexpectedly the enemy may be able to scoot through a gap or run around a flank. Holding the reserve on a Victory Hex protects against its "cheap" seizure.

20th Maine detachment. Though consisting of only two units and an officer, the detachment is by far the most important weapon in the Union armory. The precarious situation faced by the 20th Maine suggests that the detachment's secret deployment is best located up by the boulders, so that it can rejoin the main body as soon as possible. With this maneuver the 20th Maine gains parity with the 15th Alabama in terms of Strength Points (in the absence of the water party) and outnumbers the 15th eleven companies to ten.

However, an even more fruitful employment of the detachment is as a harassing force behind the 15th Regiment. The detachment secretly deploys on Level 2 in the vicinity of the 1500 hex column, to the southeast of the spur. The intention of this deployment is not to ambush Hill's battalion as it marches by. The rules imply that a hidden unit is revealed at the *instant* an enemy unit has a Line of Sight, so Hill will never be caught by surprise. Instead, the intention is to position the detachment behind Hill's men (or better yet Oates') to gain the two-column shift on the Fire CRT and the Morale Table for firing on a target from both the front and the center rear.

As a bonus, the detachment has two other significant opportunities. First, it threatens to thrash disorganized units retreating from the battleline. Cpt. Morrill can park the Sharpshooters in the victim's rear arc and bleed it with impunity. Second and more importantly, the detachment threatens to capture Hill and/or Oates. In the absence of other considerations, the best place for an officer lies one hex behind the battleline—out of the line of fire but in position to rally troops. With Morrill's men loose in the rear the Confederates must guard against the possibility of losing an officer in an uncontested melee, perhaps even without the risk of defensive

fire. The replacement of Oates (25-6) by an anonymous captain (15-2) deals a severe blow to the 15th Alabama.

Use of the 20th Maine detachment is a splendid opportunity for creativity. Don't be afraid to send one company out of command in order to gain a favorable position. After all, if Morrill is wounded or captured you can resurrect his replacement over there. If one company moves in to snatch an unprotected officer, maneuver the second to block Lines of Sight for defensive fire. Blow all of Morrill's Command Points on a single company to achieve some surprise move. Conversely, conserve Morrill's CP's when Chamberlain's lengthy Command Radius can be traced through or around the Confederate battleline. But remain cautious not to inadvertently send Morrill into the Command Radius of either Chamberlain or Spear, lest the detachment suddenly learn that it's no longer detached when Morrill's counter vanishes.

The response of the detachment to the various Confederate countermoves is as follows. (1) If the Rebs ignore the detachment, let it run amuck. (2) If Hill keeps moving but turns the tail-end Charlies around to face the detachment, work the detachment over to Oates: his men can't afford to turn around. (3) If Hill drops back one company as a passive countermeasure, strive to disorganize it. Away from the battleline a disorganized Confederate stays disorganized until an officer abandons more important duties to fall back. Once the company is stuck, ignore it. The detachment moves on to harass the active units of the 15th Alabama. (4) If Hill drops back two companies as an active countermeasure, dodge them as long as possible. Even with the entire detachment stacked together the enemy is likely to win a melee, so keep the companies in separate hexes to maximize gunfire in hopes of disorganizing the pursuers. But even if the detachment is crushed it has succeeded in sapping the strength directed against the main body of the 20th Maine. (5) And if Hill begins to beat the bushes on Level 2, pat yourself on the back. The situation is exactly analogous to the situation with the 83rd Pennsylvania: Hill has insufficient Command Points to arrange a favorable melee before the detachment can re-deploy. Lead Hill on a merry chase to the southeast.

83rd Pennsylvania. As its main role the 83rd protects the western flank of the 20th Maine against the 4th and 47th Regiments, allowing the Maine troops to concentrate against the 15th Regiment. Unfortunately, Cpt. Jones has a mere 15 Command Points with which to prod his troops into motion, so the journey over to Victory Hex 3 most nearly resembles flowing molasses. If the 47th Regiment causes serious trouble for Spear, Jones may be forced to dispatch his battalion piecemeal (in stacks of two) in an effort to relieve the pressure. Even assuming the entire five-company force assembles in the proper location, it will not withstand the attention of both the 4th and the 47th Alabama. But as the Pennsylvanians stumble backwards they can take consolation from the fact that their opponents are losing both time and strength, thus diminishing any contribution to the fighting on Level 5.

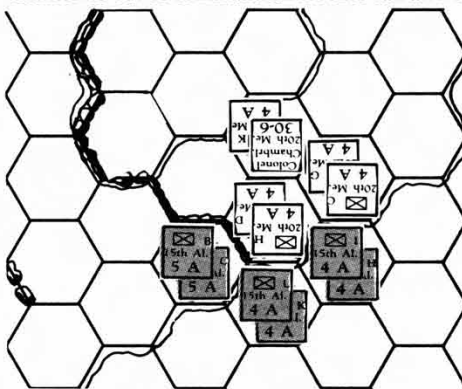
The 83rd Regiment has two alternative strategies. If the 4th Alabama has sacrificed itself in an early attack, the Union troops can launch a counterattack in hopes of achieving near-total destruction. The pursuit leads the Pennsylvanians part-way down the Level 3 corridor, so that when Jones decides the 4th has had enough he can quickly wheel his men left in order to hit the 47th Regiment in the rear. The danger, of course, is that the battalion's slow pace leaves the 47th undisturbed for too long a period. This strategy is best used when Bulger is tardy in reaching his assigned position.

The other alternative involves the optional release from movement restrictions. Allowing the

83rd to move east of the 0600 hex column means allowing it to occupy the excellent defensive position behind the stone wall. This solidifies the western flank to a nearly invulnerable extent. Furthermore, if the 4th and 47th Regiments hesitate to engage, the 83rd can filter southwards to help out the 20th Maine. This can free enough Maine men to permit Spear to conduct a pre-emptive attack on Hill's battalion even when the 20th Maine detachment has made a negligible impact on Hill's strength. I recommend using this option only to handicap a superior Confederate player.

TACTICS

Most of the tactical tricks in *LITTLE ROUND TOP* are quickly learned, so this discussion will only touch some major points. One easily-overlooked nuance is that Zones of Control are not as much of an obstruction to movement as they might seem. A Confederate unit beginning a Movement Phase in a ZOC can infiltrate through a gap in the Union battleline by exposing itself to Withdrawal Fire. The figure illustrates an application. By accepting Withdrawal Fire, Companies B and C may move forward out of Company H's Zone of Control. Assuming the fire has no effect, the Confederates can melee Col. Chamberlain and Company K, thereby gaining possession of Victory Hex 1 and virtually isolating the four companies at the contour line! Of course, the disadvantage of such infiltration is that the penetrating units put themselves out of command until relief can arrive.



Perhaps the most important decision throughout the course of the game is the distribution of rifle fire. Clearly, a stack with an officer presents a prime target. With the exception of Major Campbell of the 47th Alabama, replacement officers cause such a large degradation in regimental effectiveness that the one chance in six of an officer casualty is worth the attempt. But players should not get carried away—plugging a replacement oftentimes means nothing more than one more Victory Point. The next best target for rifle fire is a unit not stacked with or adjacent to an officer. Then a disorganization result freezes the victim until an officer can arrive, discounting the unlikely event of self-rally.

The North will find it most beneficial to distribute casualties among enemy companies as evenly as possible. The stacking limit of two companies per hex applies regardless of their strength. Thus with many weak companies the South encounters difficulty in assembling effective melee stacks. Equally important, Command Point expenditures remain the same regardless of the size of the company. If a regiment consists of four Strength Points in four companies, its officer is forced to expend four times the amount of Command Points than if the four Strength Points were concentrated in a single company. Consequently the regiment's effectiveness—its ability to rally, maneuver, and melee—is reduced. For the South, both of these points are valid but there is a greater incentive to completely eliminate companies, since with fewer units the Union may be flanked more easily.

To digress on the issue of companies and Command Points, the appearance of the optional Rebel unit, Co. A of the 15th Alabama, actually provides only a mixed blessing. Even if it remains in column formation all the way from the map edge to Victory Hex 1 it diverts *nineteen* CP's from the other unit. Similarly, toward the end of the game the Confederate officers should seriously consider abandoning 1-SP companies lagging behind the battleline in order to conserve their Command Points for units in the thick of the fighting.

As a general guideline for initiating melees, three units in three separate hexes represent the best arrangement. After the resolution of defensive fire the owning player can then select the two strongest units to carry out the melee. Unfortunately, neither side can afford to devote so many resources to a single action except in rare instances, but even with two units the idea remains valid. If defensive fire disorganizes the top unit in a stack, *neither* company may enter the target hex. On the other hand, with the attackers in separate hexes the defenders can shoot at only one. Even if disorganization affects one unit the second can still move in with the intention of gaining a continuous melee. This permits another friendly unit to reinforce the melee later at no risk of defensive fire from the pinned enemy units.

Another guideline states that the regimental flag is preferable to an officer in adding extra strength to a melee. The danger to the officer lies not so much in the Officer Casualty Table as in the event of a continuous melee. An ensnared officer loses the ability to rally adjacent units, and his Command Point Total drops to half. Both of these penalties reduce the effectiveness of the rest of the regiment. And an officer rated at 10 or 15 Command Points lacks the Points to rally more than one of his companies involved in the melee!

Fixed bayonets seem to have more drawbacks than advantages. The prohibition against firing encourages the practices of fixing bayonets only when a company runs out of ammunition. The lack of a bonus in a continuous melee discourages the Union, which initiates few close combats. And the lack of a bonus when charging uphill discourages the Confederacy, which spends most of its time on the lower part of the slopes of the spur. Yet another deterrent for the Confederacy is the Command Point cost for putting them on and taking them off. So fixed bayonets represent an infrequent luxury.

The optional Volley Fire rule likewise sees little extensive use. The South rarely has Command Points to spare, and the slim chance of resupplying a unit out of ammunition deters the North. Nevertheless, though Volley Fire is resolved in the Offensive Fire Phase it turns out to be a Union *defensive* weapon—a means of extending limited resources. For example, if the 47th Regiment menaces a token force behind the stone wall, Volley Fire with its one-column shift on the Morale Table may induce a series of chain-reaction routes. And at the end of the game, weak units stacked together can greatly amplify their firepower, while the short time remaining limits the seriousness of ammunition depletion.

CONCLUSION

To re-state the opposing strategies, the Confederate player wins by conducting a coordinated assault, using his manpower advantage to saturate the defense. His chief offensive weapon is the melee, the surest way of gaining the territory he needs to secure the geographical objectives. His chief defensive weapon is Withdrawal Fire, which hinders enemy redeployment, especially via "D" results.

The Union player wins by conducting an aggressive defense when the opportunity presents itself and striving to trade Victory Hexes for a winning advantage in attrition. The aggressive defense

bids to disrupt the Confederate plan by neutralizing a regiment or battalion, not so much out-right destruction as weakening full-strength companies and scattering them with morale-induced retreats. Lacking the opportunity to strike, the Union employs delaying tactics—draining enemy Command Points through rally expenditures and excessive maneuvering, leaving fewer for melee orders.

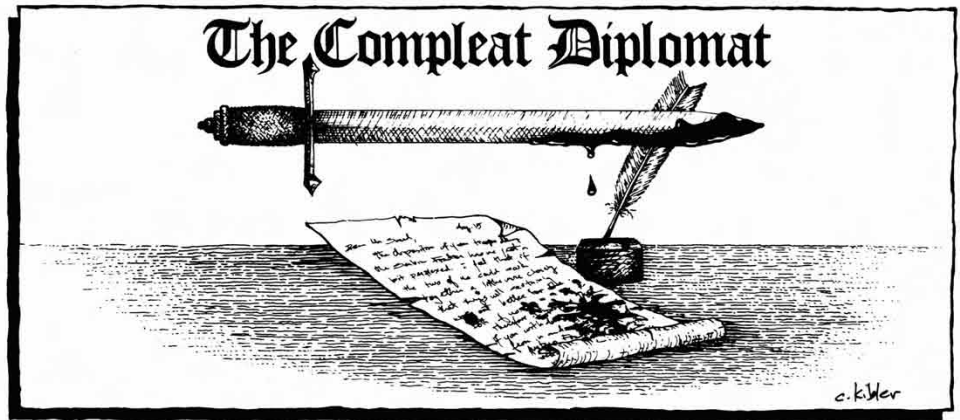
At this early state in the Avalon Hill release, the North appears to have a slight advantage in game balance (just as the South has a slight advantage in the OSG version). But the imbalance is slight. Players should expect a tense contest that goes down to the wire almost every time. However this balance, along with the high amount of die rolling, tends to make a *LITTLE ROUND TOP* session somewhat lengthy. To reduce the playing time, I recommend two playing aids. First, another copy of the Command Point Cost Chart speeds play by giving the second player convenient access to this key table. (I photocopied the map, cut out the table, and pasted it to a file card.) Second, for easier CP manipulation I drew up a Command Point Track, simply a strip of boxes numbered from 1 to 36 on a file card. I then labeled blank counters from another game with the identities of all the officers (back-printed for their replacements, of course!). Thus Command Point expenditures are recorded by adjusting the positions of the counters on the Track rather than by trying to remember running totals or by stopping to write them down.

New fans of *LITTLE ROUND TOP* can look forward to the re-issue of *DEVIL'S DEN* (scheduled for AH release in early 1984). The latter modifies the game system somewhat (e.g. five counters per regiment rather than ten), but greatly expands the scope of the fighting. The full-size map stretches from the west slope of Houck's Ridge (alongside Devil's Den) to the east slope of Little Round Top, with the summit of Big Round Top just off the map to the south. In this "full battle" scenario, the players control a total of *thirty* regiments. In short, *DEVIL'S DEN* retains the tactical intricacy of *LITTLE ROUND TOP* while offering a greater opportunity for operational maneuver.



TRADE CARDS for CIVILIZATION

Introduced by Mick Uhl in his article on expanding trade in the popular multi-player game *CIVILIZATION* (The *GENERAL*, Vol. 19, No. 4), these cards are now available from Avalon Hill. The deck of 50 cards, readily incorporated into the Trade Deck in the game without cumbersome variant rules, include new commodities: Timber, Oil, Wine, Silver, Resin, Dye and Ivory. These do affect the fine game in three fundamental ways. First, because of the increased number of cards, calamities will occur with lesser frequency. Second, the increased number of cards in play will mean that empty stacks will occur far less often; players with a large number of cities will not be inadvertently penalized by the exhaustion of the lower value stacks as the other players draw first. Third, it will be more difficult to build up sets of the same card type. For both veterans and novices of this exciting game, the new Trade Cards are an intriguing addition. These may be ordered from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214) for \$4.00 plus the usual 10% shipping and handling (20% Canadian, 30% overseas). Maryland residents please add 5% state sales tax.



THE CAREFUL KNIFE

By Rod Walker

The game of *DIPLOMACY* moves by the twin wheels of trust and treachery. You must have some of each in a game or it won't "go". However, it is possible to have too much of either of these two. The horrid effects of too much trust, or too much loyalty, are (I hope) painfully obvious to the reader. Too much loyalty in a game leads to a static situation and to stalemate after draw after giving-up-in-boredom *ad infinitum*. Too much loyalty usually results from failure to cope with the fact that this is, after all, only a game. (OK, it's THE GAME, I know, but still only a game.)

So what about too much treachery? Is there such a thing? Certainly the more "stabbing" going on, the more excitement there will be . . . up to a point. One will come to the time when every variety and nuance of deceit has been practiced and the constant changes and shifts themselves become boring.

It is our purpose here, therefore, to encourage a more careful use of the knife in *DIPLOMACY*. A good stab can be a wonderful thing, although it is (alas) just as rare as it is wonderful. The careful knife, the knife wielded with restraint, is far and away the most effective tool in *DIPLOMACY*.

For one thing, there is the simple matter of reputation. If you play *DIPLOMACY* regularly, the people you play with are going to develop a generalized concept of your playing style, and you will then have a reputation as a player. Just as it's not good to be known as a "push-over" or a "patsy" when it comes to alliances, it's also not good to be known as a wholly untrustworthy character. In the latter instance, you will start finding that other players are unwilling to ally with you (a death sentence in this game) or may start taking brutal termination action on the alliance—and you—just before you are ready for your own termination operation.

Another factor important to avoid is predictability. It's fine to be the sort of player that other players trust. But it's another if you always do the same things under the same conditions. People will begin to anticipate you, and that's often the kiss of death in this game. For instance, if you always stab if you can grab several of your erstwhile ally's centers by so doing, you will soon find that your allies always insist on certain precautions. Better you should occasionally stick with an alliance despite such temptation. This establishes an uncertainty factor which works in your favor. If your ally really needs those protective units elsewhere, you may be able to convince him to move them by pointing out your extreme faithfulness in the face of such

temptation in another game. If however you always "stab" in this situation, he will probably take his chances on the other front and continue to protect his back. But now you can point out to him that you have been trustworthy before in such a situation. He is tempted; he really needs the units on the other front . . . he hesitates . . . he decides to take a chance on you and move the covering units. Privately you smile and sharpen up your stiletto. (Or perhaps you keep the faith this time, too; after all, it may be to your advantage for him to hold off the other guy.)

Another reason to be careful when you stab is that you want to minimize the consequences. Stabbing your neighbor because he accidentally left one supply center vacant may be a thrill, but it's temporary and quickly turns to other emotions as you see the said neighbor forget what else he was doing and turn on you with everything he has left. The careful knife wielder refuses the small-gain stab; if one is going to turn his ally into a bitter enemy, he had better be prepared to cripple him beyond all hope of being more than a minor nuisance to the expanding empire.

Or should it? Can the careful knife stab for only one center? That is a question most writers would answer in the negative. But if you are really interested in that alternative, read "Must a Stab Be Fatal?" by Mark Berch (*Diplomacy World* 36).



Rod Walker is the editor of *DIPLOMACY WORLD* and author of Avalon Hill's *THE GAMER'S GUIDE TO DIPLOMACY*. *DIPLOMACY WORLD* is a quarterly publication featuring articles on the game, hobby news, ratings, a demonstration game and numerous other tidbits. It has been the central *DIPLOMACY* hobby publication since its founding in 1974. Subscriptions are \$8.00 per year; a sample issue, \$2.50. Order by contacting Mr. Walker, 1273 Crest Drive, Encinitas, CA 92024. Rod also edits a monthly publication, *PONTEVEDRIA*, which lists postal Gamemasters who have openings for play-by-mail *DIPLOMACY*. To obtain a copy at any time, merely dispatch a request to Mr. Walker along with a self-addressed, stamped envelope. *THE GAMER'S GUIDE TO DIPLOMACY* is available for \$4.50 plus the usual handling fees from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.



NUTMAIL

How to Get Your Questions Answered

By Jim Burnett

You've just forked over your hard earned money, ripped off the plastic wrap, spread out the mapboard, punched out half the counters, and read three pages of the rulebook when it hits you. What the heck is going on? Either the rules are not clear, the board looks funny, some counters are missing, or the whole thing doesn't quite make sense to you. In a rage you fire off a letter to Avalon Hill, "Why did the company cross the road?" In a short time the letter comes back from Avalon Hill answer man, "Your question doesn't make sense; please re-phrase." Now you're sure you've been had. If the idiots can't design a perfect game, how can they be expected to answer a simple question? What is a gamer to do?

One simple statement should be made right now. Every game you buy will have at least some problems with it. This is true, if for no other reason than the basic fact that any form of communication is imperfect. The best intentions of designer, developer, artist, editor and publisher cannot circumvent this. Try as they may, something will turn out to be ambiguous or omitted, and what may be perfectly straightforward to one gamer may be totally confusing to another. The saving grace of the Avalon Hill customer is the question answering service—a first in the field and still the best. This marvelous assistance gives the purchaser access to answers on the points of confusion and—what's even better—for only the cost of a self-addressed, stamped envelope. The monkey wrench in the works is that all too often the gamer doesn't realize that he too has some responsibilities to make this service work to his satisfaction. Having said this, how does one get his questions in and answered in a reasonable amount of time?

You should always make a thorough effort to solve the difficulty yourself. When you open the box, take out the rulebook and look for the component list, carefully comparing what you have on hand with the list. Avalon Hill will replace any missing or damaged components as another free service; just be sure that you know exactly what you are asking for. Do not punch out the counters until you have some method for inventory or storage. Some players Xerox their counter sheets before punching them out. Others purchase storage trays from Avalon Hill or make their own. For certain games, such as *RUSSIAN CAMPAIGN*, a periodic check against set-up charts suffices. Make sure that you have a method, whatever it may be. Now, with the map, charts and counters handy for reference, read through the rules carefully, noting any ambiguities or omissions. Then, play through a sample (and simple) game, preferably with a live opponent, again noting confusing points. By this time you should have a pretty good idea of what you do not understand. Another careful reading of the rules will eliminate some of these points of confusion and at the same time (if you're like me) point out several mistakes you made in the initial playing of the game. You may be left with a small list of real questions which can be sent to Avalon Hill.

At this time, you must remember that the person who will answer your letter has many things to do. It's not that he doesn't want to do it, but there are always projects that seem more pressing around (such as getting the next game, issue or scenario ready for the public). You should, therefore, make it an easy chore which is simple, direct and consumes the least amount of time possible. This can be done by observing a few simple rules of thumb.

First, don't forget your SASE. Many question letters get dumped in the round file or completely ignored because of this omission. Remember that a twenty cent stamp and a two cent envelope is a small price to pay for answers to a question that is keeping you from enjoying a twenty dollar investment. I have seen pages of questions which cost several dollars of AH manpower pass through and a two-question letter dumped because of the lack of a stamp.

Second, either print or type your questions. Legibility is the key word here. There may be a few who have beautiful penmanship, but this is not the place to show it off. Most are like myself and do not even print well (apologies at this time to those who have received answers from me that you cannot decipher). If the answer man can't read your questions at a glance, he won't reply. The same goes for any diagrams you may include. Take your time and draft these carefully, labelling your figures with grid co-ordinates and all other pertinent information. The blank hex sheets sold by Avalon Hill can be very useful here. The copies of your counter sheets may prove invaluable too.

Third, label each question with the appropriate rules paragraph number(s) if relevant. This shows the answer man that you have indeed made an attempt to search the rulebook and certainly hastens his search for the answer. Many of those handling your questions (designers, developers and prime playtesters) use an annotated rulebook not only to find the answers but also to store replies so that consistency of response can be maintained. These often are the basis for subsequent editions. And, of course, indicate the game on which you have questions (it is amazing how many never get responses because we can't figure out which game they are having trouble with). Anything that helps in the search for information speeds your reply; for example:

(THIRD REICH)

26.92 Does "combined Axis strength" include naval factors?

(CRESCENDO OF DOOM)

104.7 Can a squad with a range of only "5" fire a MG eleven or more hexes?

Both of these sample questions are labelled, to the point, and easy to answer. This leads directly to the next important point.

Prepare your questions for ease of answer. Leave space between questions for answers and comments. This allows the question man to send back your letter with the answers upon it (an immense help; few are going to bother drafting a letter). A question, and then an answer, is much preferable to separate sheets for these. Phrase your questions for simplicity of answer. Simple "Yes/No" or multiple choice (you providing the choices of course) questions are preferred by all. If the question is in diagram form, leave it uncluttered enough for the answer to be drawn in. This does not mean that you will never get comments back with your letter; when deemed appropriate, many of these good folk will make additional comments. It is just that you have made the task much easier and he will be more likely to *want* to answer your letter. Besides this, the phrasing of a question to narrow the choices for answers will almost always result in a better worded and thoughtout question. Everyone

benefits. Study again the above samples of well-worded, easy to understand questions.

Fifth, keep all questions pertaining to one game (or game system) separate. If you send in a page with a mixed bag of questions from, say, *SL*, *TRC*, *BB '81*, *MR* and *FOOTBALL STRATEGY*, it will take forever for you to get a reply back. There are many different people involved in the immense task of answering questions, some of whom do not even reside near Baltimore; the logistics of routing all the questions to the proper answer man are enough in themselves to delay your reply for a long time. If you must save postage mailing into AH, at least separate the questions for different games on different sheets (each with their own SASE for reply). Do not send in an order for merchandise with your questions or vice versa. One or the other (more likely both) will be much delayed at best.

Finally, we realize that many of you have comments on the game design, development, history or play which is not directly related to your questions. This is fine and valued by all. Much of the future emphasis at Avalon Hill is based on your opinions. It is, however, a good idea to put these comments on a separate sheet of paper from your actual questions. In this way, the question man can retain your comments for his files. It is much easier when preparing later editions to have such a file on a game. While all comments are welcome, ones concerning playability are especially important. If the question man does not respond to these comments, it does not mean that they have been ignored or trashed. It just means that your replies (and other projects) are not of immediate importance and the time for revision of a game has not yet drawn nigh (this is set as a matter of business priority). Comments on rules, design, development, playability and so forth are better absorbed *en masse*, when the designer/developer has the leisure to read all the ideas from gamers at once and make comparisons in the natural differences of opinion.

Now, the reader may ask, if Avalon Hill is so desirous of questions and opinions, why do they refer to it as "nutmail"? One does not need to go far back into the dim mists of AH history to find such breathless questions as, "Why is it called a soak-off?" and "Did you mean to leave the Rommel counter out of *BATTLE OF THE BULGE*?" Questions of this genre made more than a few suspicious that every questioner was a certified nut. With the increasing complexity of the games, however, most now realize that while a question may seem stupid on the surface, there may be a real need somewhere for an answer. Also, the fact that the vagaries of descriptive language make it easy for a statement to be crystal clear to one and mud to another is generally accepted. And it has been found that a rule which has passed the scrutiny of designer, developer, proofreader, and numerous playtesters can contain a timebomb waiting for an ever so slightly different interpretation by one of thousands of gamers who play AH games. This leads to the importance of gamers comments, especially where play balance is concerned (a very slight difference in interpretation of a single rule can totally destroy the balance, and therefore the enjoyment, of a game).

The purpose, then, of this article is not to scare you off from addressing legitimate questions on the rules and play of Avalon Hill games. It is, rather, to make you aware of the potential pitfalls in obtain-

ing the information you desire. A carefully worded and presented question is of benefit to the design staff and the gaming public. Many of these you will find in the regular question section in *THE GENERAL*. It is merely the equal desire of the staff at AH that their time in this effort be as productive as possible. After all, if Don Greenwood spends all of his time answering *SQUAD LEADER* nutmail, when are we going to get any more scenarios?

Keep those letters coming in—slowly and carefully.

Avalon Hill encourages communication and questions from players of Avalon Hill games. Correspondence from the public intended for designers or developers should be addressed to the company offices at 4517 Harford Road, Baltimore, MD 21214. If a response is expected, a self-addressed, stamped envelope is required.



AH Philosophy . . . Cont'd from Page 2

It is fascinating (at least for our purposes) to note that only *RUSSIAN CAMPAIGN* and *BULGE '81* rate in the top ten in all three categories—Overall Value, PBM and Solitaire suitability. We could henceforth refer to these when discussing the "ideal" game, pleasing in all its diverse methods of play. For those who might be so inclined, another exercise to rate the AH titles against each other in this manner would be to add these three values together and then divide by three; some unusual rankings appear.

Let us first turn our attention to the PBM aspect of Avalon Hill designs. It appears that, with the exception of a couple of anomalies (notably *DIPLOMACY* and *AIR FORCE*), the games best suited for play by mail are the "classic" two-player, operational level military simulations. The clear, simple objectives for planning for both players are no small part of their appeal for pbm aficionados. *DIPLOMACY* owes its marginal preeminence, I suspect, primarily to the length of time the design has been played by mail, the vigorous amateur press that supports and moderates this activity, and its lack of any "luck element". It is the only "wargame" I am aware of that approaches the scope and scale of the pbm Chess fraternity.

No such pattern emerges from those AH designs considered poor choices for play by mail. There do seem to be a number of indicators that preclude ease of PBM. Some games are simply too complex (read, too detailed?) to be played by mail—witness *STRUGGLE OF NATIONS* and *TOBRUK*. Those that require non-shared information (usually simulating the "fog of war") such as *NAPOLEON* and *TITAN* are to be avoided. Plotted movement, ala *CIRCUS MAXIMUS* and *JUTLAND* or *GUNSLINGER*, is a stumbling block. And, for some inexplicable reason, games with area-movement (*STORM OVER ARNHEM*, *VICTORY IN THE PACIFIC*) are looked on with a certain disdain. This could all be worked into a guideline on how to develop solid games custom-tailored for play by mail—if it were not for the maddening exceptions to each of these points. Mr. Jim Tarsi may well reveal the prevalent view of our respondents in his comment accompanying his PBM ratings: "There are only two criteria I think are important in determining PBM suitability of a game—the number of counters and the number of letter exchanges. The smaller each of these numbers is, the more suited the game."

Turning to the even more intriguing results of the Solitaire ratings, we first find the complexity that precludes ease of PBM relished. The two foremost "solitaire" games for our readership are *THE LONGEST DAY* and *STRUGGLE OF NA-*

TIONS. On the other hand, many of the "classic" designs also are considered superior solitaire experiences. I am inclined to believe that many of the readership enjoy spending their hours alone devising "perfect plans" for use against the next unlucky opponent; certainly it was a factor mentioned by several in their replies. It is interesting to note that the educational aspect of the historical simulations for the solitaire player is not to be glossed over. The very low ratings for the fantasy/science fiction titles would indicate that many solitaire players engage in the activity in order to explore history at their own leisurely and studied pace, a purpose with which I am most sympathetic. Mr. Tom Boeche wrote: "I do not play my games for competitive purposes. Rather, I am interested in history, and military history in particular. I enjoy fighting battles of the past using various strategies and tactics just to see what the outcome of a particular conflict might have been, or in fact why the battle or war ended the way it did." In short, it would appear that those who responded to our informal poll played solitaire either to devise perfect plans (the "competitive" element) or to investigate history (the "student" element). Obviously both quite enjoy what they do.

Of course, there are those who are in the situation of Mr. Charles Michael: "Most of my games are played solitaire, not necessarily by choice but by circumstance." To him and to others like him, I would express my hopes that his circumstances change to allow him the fuller pleasure of opposed play. (Perhaps our survey of suitable PBM titles above can help.)

As for the poorer Solitaire ratings, and there are many on our column, some of the comments on individual games supplied are enlightening. These can be taken to apply equally to similar game systems—"It is difficult for a solitaire gamer to control all the counters and make all the command decisions in a game such as *FITG*."—With reference to *THIRD REICH*, "There is also a great loss of player interaction and diplomacy, and the Strategic Warfare rules are very hard to solitaire without requiring arbitrary builds by each side, which reduces a lot of the fun and decision-making."—*DIPLOMACY*, "Simply impossible."—"The emphasis on maneuver and supply would make *FREDERICK THE GREAT* a difficult game to solitaire."—"Fantasy games such as *WIZARD'S QUEST* and *MAGIC REALM* are very hard to solitaire satisfactorily; besides, who would care to?"—About *TRIEMER* and *AIR FORCE*, "It is almost impossible to solitaire a game which has plotted movement." For those designers interested in crafting solitaire systems, take note.

Finally, a few words from Mr. Joseph P. Kelly best indicate Avalon Hill's views: "To conclude, solitaire gamers have their own place in the spectrum; but that place should not be forced at the expense of the normal game designs. Specifically, I do not advocate taking a game in its development and adding systems to make it more suitable for solitaire play at the expense of the original tenets of the design of that game. What is the point in complaining, as Mr. Carroll did, that *GUNSLINGER* or *SUBMARINE* have had an incomplete effort put forth in the solitaire portion of their rules when both games were never intended or published for solely solitaire play. When I open a box and see a set of solitaire rules included, I feel that AH has done the gamer a great service by bringing an *extra* not normally seen from other publishing companies. War-games simulate conflicts. Conflicts scaled to gaming proportions are best simulated between opponents to produce fluid, creative situations." I must agree with Mr. Kelly's sentiments wholeheartedly.

A quote from Mr. Seth Owen in his letter serves excellently to conclude this survey: "Here are my humble opinions, quantified, on the suitability of

these titles for PBM and Solitaire play. The very funny thing about these two modes of play is the lengths people will go through to play them." It sums up this editor's bemusement rather succinctly.

Title	Overall Value	PBM Rating	Solitaire Rating
WARGAME RBG			
1. GI	2.02	2.66	3.28
2. COI	2.06	3.40	3.11
3. 3R	2.21	5.75	4.70
4. COD	2.23	2.66	3.28
5. TRC	2.29	1.78	2.55
6. SL	2.31	3.45	3.52
7. WS&IM	2.53	4.27	6.33
8. W&P	2.61	4.08	2.85
9. BB'81	2.67	1.15	2.62
10. TLD	2.68	4.10	2.07
11. VITP	2.72	5.11	5.33
12. CAE	2.85	5.00	4.48
13. SON	2.92	6.56	2.10
14. SOA	2.97	8.23	4.28
15. FE	3.00	3.66	3.00
16. FRED	3.00	4.44	3.25
17. SUB	3.08	3.65	6.12
18. MD	3.13	2.10	8.14
19. AZ	3.17	1.96	3.34
20. PL	3.19	3.25	3.37
21. 1776	3.21	6.25	5.37
22. FT	3.23	4.00	7.35
23. PB	3.35	2.77	2.90
24. BIS	3.45	4.27	6.34
25. AAOC	3.52	4.99	5.16
26. FITW	3.53	3.55	2.40
27. CL	3.54	3.51	4.25
28. DL	3.61	2.11	6.50
29. GOA	3.66	2.66	3.28
30. WAS	3.71	2.63	2.83
31. GE	3.72	5.52	2.87
32. AF	3.74	2.03	5.80
33. AIW	3.74	3.11	3.40
34. LRT	3.75	3.57	2.62
35. TR	3.80	6.01	6.25
36. WAT	3.83	1.33	2.20
37. NP	3.87	8.36	8.25
38. AK	3.92	1.22	2.71
39. AL	4.03	4.12	3.42
40. TB	4.06	7.50	3.55
41. RW	4.14	3.17	7.54
42. JU	4.17	8.00	4.33
43. PAA	4.17	5.51	3.02
44. DD	4.22	1.98	2.73
45. CH	4.39	4.10	3.33
46. STAL	4.39	1.36	2.33
47. LW	4.45	3.92	6.47
48. FR	4.59	5.22	4.40
49. BL	4.73	3.28	5.55
50. TAC	5.62	3.33	3.39

ADVENTURE GAME RBG

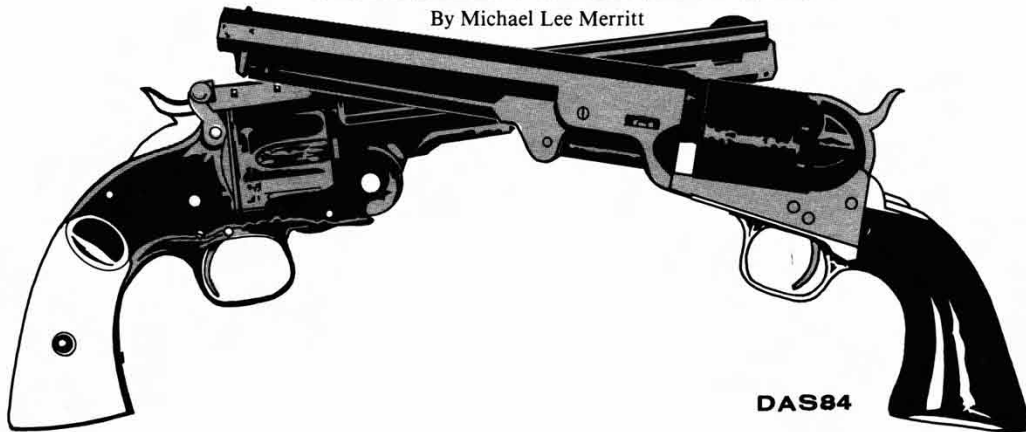
1. CIV	1.99	7.55	4.97
2. TITAN	2.22	8.36	7.49
3. DUNE	2.27	4.84	8.66
4. DIP	2.30	1.14	8.38
5. CM	2.44	6.33	6.66
6. GSL	2.48	6.21	6.20
7. SOTN	2.85	5.65	2.74
8. FITG	3.03	6.35	5.33
9. KM	3.03	5.99	8.10
10. SST	3.21	3.45	6.73
11. WQ	3.27	7.74	4.86
12. GL	3.31	4.45	8.88
13. MR	3.42	8.60	6.47
14. AW	3.60	8.33	6.20
15. OS	4.35	6.66	2.99
16. OR	5.26	7.34	8.65



NORTHFIELD, THE END OF AN ERA

A GUNSLINGER Scenario

By Michael Lee Merritt



The James-Younger gang was the most successful gang of outlaws, if one is to believe the popular press, in the history of the West. And the destruction of the gang in the dusty streets of Northfield, Minnesota, was the beginning of the end of the frontier outlaw. But what brought the Jameses and Youngers to make their disastrous raid on Northfield—a raid that would leave three of their members dead and three more captured out of the eight that participated?

Offspring of the Kansas-Missouri border wars and graduates of William Quantrell's guerrilla band, the James brothers grew up in a time where violence was the norm. It was only natural that, in the years following Appomattox, Jesse and Frank turn to outright banditry. Among their exploits was the first daylight bank robbery in America during peacetime—the plunder of sixty thousand dollars from the Clay County Savings Bank on 13 February 1866. The chief associates of Jesse and Frank during these years of robbery were the Younger brothers—Cole (who had been one of Quantrell's lieutenants), James, Bob and John. The James-Younger gang, usually led by Jesse, successfully looted banks in Missouri and the surrounding states for years.

In 1873 the James-Younger gang branched out and began robbing trains. Lucrative rewards were offered for the apprehension of the thieves, and by 1874 Pinkerton detectives were carefully scrutinizing the activities of the two families. With most the people in the area being relatives to either the Jameses or the Youngers, it is hardly surprising that no member of the gang was ever caught in the region. The Pinkertons were repeatedly made out as fools, and they didn't like it.

So it was that the Pinkertons came to plant one Jack Ladd on a farm across from the James' family home. One day both Jesse and Frank, it was rumored, were coming to visit their mother, Zerelda James Samuel (having remarried upon the death of the boys' father). Jack called in the Pinkertons, and they surrounded the house. The story of that day is still a matter of controversy. A Pinkerton agent crept up to the house and threw in what they later claimed was only a flare. The device was knocked into the fireplace by Mr. Samuel—and blew up. Zerelda James Samuel had her arm destroyed (later amputated). Her nine year-old son, Archie, was killed. The three were alone in the house at the time.

The Pinkertons lost any support they had had. The farmer who had sheltered Ladd was found murdered. The James-Younger gang made a last train-robbery and then split to the four winds. But not for long. A month later they boarded a train for Minnesota. With them were a semi-regular and two

new members: Clell Miller, Charlie Pitts, and Bill Chadwell. Chadwell was from Minnesota, and he had seen a Minnesota bank. Claimed it would be easy to take. The brothers spent a few days looking around before they made their choice. They would raid Mankato.

Clad in linen dusters, the kind customarily worn by cattlemen, they rode into Mankato like a hundred towns before. Only this time was different. A man hailed Jesse by his given name. Jesse informed the man that he had made a mistake and promptly rode out of town. They would raid Northfield instead.

6 September 1876. Cole Younger and Bill Chadwell rode into Northfield to check out the town. There were no gun stores in town, and only two general stores had any. Only one aged sheriff around. It looked good. After their report, Jesse agreed. The bank in the morning.

Again in dusters, worn to conceal their weapons, the eight rode into town and calmly had breakfast at J.G. Jeft's restaurant. They moved to take up their positions—following as careful a plan as any military commander, anticipating no trouble. Jim Younger stationed himself at the bridge leading to the main part of town. Jesse, Bob Younger and Charlie Pitts moved to enter the First National Bank. Outside Frank and Cole, along with Chadwell and Miller nearby, were to keep the idle passerbys away while the robbery was in progress.

Confronting bank employees Joseph Heywood, F.J. Wilcox and A.E. Bunker, Jesse demanded co-operation. When cashier Heywood balked, one of the three (who has never been determined) slashed him with a knife and then shot him to death. Bunker, a young teller, made a dash for freedom, but was shot in the shoulder as he escaped. Cole, outside, seemingly panicked when he heard shooting and promptly unlimbered his own gun, killing an innocent bystander—Nicholas Gustavson.

Outside the bank, the air was suddenly full of bullets. All the guns from the two general stores were seized by fearless citizens, and the outlaws were placed under a tremendous fire.

Elias Stacy had taken a shotgun and a handful of birdshot shells. Racing into the street, Stacy shot Clell Miller from his horse with a charge into his face. Clell remounted and charged Stacy. From a second story window Henry Wheeler, a medical student, saw Stacy's plight. Taking careful aim with his army carbine, Henry pulled the trigger. Clell fell from his horse, tried to rise, and then rolled over dead.

August Suborn was a Swedish immigrant with very limited English. August was casually walking down the street. Confused by the sudden gunfire,

he blundered into the path of Jesse and Bob as they bolted from the bank. Told to get out of the way, he did not understand. One of the outlaws shot him through the head.

A.E. Manning, a young store clerk, had never killed a man before but nevertheless grabbed a rifle from the rack. Unfamiliar with the weapon, he took careful aim before he pulled the trigger. His first shot took Bill Chadwell in the heart. His second shot took Cole Younger in the shoulder. Manning's third shot killed Bob Younger's horse.

As Jesse, Cole and Frank sheltered behind their mounts and Jim Younger dashed across the bridge into the fray, Bob decided to seek better cover. He sprinted for an open staircase nearby, still trading shots with Manning in the store. But upstairs, Wheeler instinctively took stock of the situation and fired a quick shot which tore along Younger's right arm from hand to elbow. Bob executed a desperate border shift and kept shooting as the others mounted.

By now, others had joined Wheeler and Manning. A hail of fire swirled about. Frank James was hit in the leg. Jim Younger was lightly wounded in the face. Cole Younger was hit in the shoulder. Clell Miller and Bill Chadwell were dead. It was time to leave Northfield. Cole galloped by and picked up Bob. Only Jesse left Northfield unwounded. The James-Younger gang was hurt.

On 21 September near Madelia Minnesota, Charlie Pitts was killed and the Youngers surrendered. All three Youngers lived to see jail, and were happy that Minnesota didn't hang robbers. Bob and Jim died in jail, though not of their wounds. Cole Younger would be paroled and spend the rest of his life giving lectures on penitent themes.

Jesse and Frank, deserting the Youngers who refused to leave the wounded Bob behind, made their way back to Missouri. Jesse would try to form a new gang based around Bob and Charlie Ford. Five and one-half years after Northfield, Jesse would be killed at home by the infamous pair. Bob would be sentenced to death for his crime, but was to be pardoned only two hours after sentencing. (He would be shotgunned to death, by a James' partisan, in Colorado.)

Six months after Jesse was killed, on 4 October 1882, Frank surrendered himself to Missouri Governor Thomas Crittendon, throwing himself on the mercy of the courts. Released from custody in 1885, Frank lived out a quiet existence. He would never fire a gun again except as a starter at race tracks and county fairs. He died peacefully at the old Missouri farmsite in 1915. With him died the Old West.

SHOWDOWN: NORTHFIELD

Description: Hampered and harassed by Pinkerton agents, the James-Younger gang reach farther abroad in their attempts. Matters take an unfortunate turn for the outlaws. Greeted by a withering fire, the gang leaves the enraged town less two members, with all but Jesse wounded. Within the month, only the James boys remain at large.

OPPOSING FORCES

Side A: The James-Younger Gang

First character (Bill Chadwell): Border Rider*

Second character (Frank James): Gun Artist

Third character (Jesse James): Fast Draw*

Fifth character (Clell Miller): Drifter*

Sixth character (Charlie Pitts): Chief

Eighth character (Bob Younger): The Kid*

Ninth character (Cole Younger): Innocente

Tenth character (Jim Younger): El Jefe*

Side B: Townsfolk of Northfield

Fourth character (Elias Stacy): Owner

Seventh character (A.E. Manning): Ike**

Eleventh character (Henry Wheeler): Fast Eddie**

Twelfth character (Sheriff Glispin): Foreman

Thirteenth character (A.E. Bunker): Clerk***

Fourteenth character (Andy Jameson): Dude**

Fifteenth character (Eriah Martin): Gambler

Sixteenth character (Frank Wilcox): Banker***

Seventeenth character (Tom Brun): Little Ernie*

Eighteenth character (William Halten): Barkeep

Nineteenth character (Joseph Heywood): Cattle Baron***

Twentieth character (August Suborn): Running Boy

*—Character is armed with one-handed gun only.

**—Character is armed with two-handed gun only.

***—Character is unarmed. Note however, that upon reaching any of the following hexes, any character may acquire either a R10 or C44 (player's choice): BB-D8*, BB-G 10*, BB-J6*, AA-Q3, AA-P6, EE-P7, EE-Q6*.

MAP

	DD	BB	HH
GG			
FF	AA		
		CC	EE

SET UP: Only Jesse, Bob and Charlie Pitts (Fast Draw, The Kid and Chief) are alerted. Characters must be placed as follows:

First character: AA-L9

Eleventh character: CC-N15,

2nd story

Second character: BB-H3

Twelfth character: BB-J6*

Third character: BB-C5

Thirteenth character: BB-C8

Fourth character: BB-G6

Fourteenth character: BB-G9

Fifth character: BB-J4

Fifteenth character: AA-T7

Sixth character: BB-D7

Sixteenth character: BB-B6

Seventh character: BB-E7

Seventeenth character: CC-S18

Eighth character: BB-B5

Eighteenth character: DD-F17

Ninth character: BB-D2

Nineteenth character: BB-D6

Tenth character: GG-P23

Twentieth character: BB-C4

(mounted)

Place Horses at GG-P23/O23, BB-H2/H1, BB-G3/F2, BB-I3/I2, BB-E3/E2, BB-C3/B2, BB-P10/P11, BB-O10/N10.

Place four Money bags in BB-C6.

GAME LENGTH: 30 turns.

SPECIAL RULES:

- Optional Rules 2, 3, and 8 must be used.
- The characters of Side B may not exit the mapboard. The characters of Side A may exit the mapboard *only* from hexes GG-KK21 or K22, or from hexes HH-A16 or A15; should they exit any other hex, assume them to be captured and killed.
- Characters of Side A left onboard at the conclusion of play are considered to have surrendered and to be captured.

VICTORY POINTS:

- Each money bag is worth 10 victory points to Side A.
- Ignore the -2 victory points for running away for Side A.
- Side B automatically garners the victory points for holding the field.



CONVENTION CALENDAR

THE GENERAL will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to Avalon Hill gamers such as tournaments or events utilizing AH games is solicited and will be printed if made available.

Avalon Hill does not necessarily attend or endorse these gatherings, nor do we guarantee that events using AH games will be held. Readers are urged to contact the listed sources for further information before making plans to attend.

MARCH 16-18

TRI-CON II, Raleigh, North Carolina

Contact: James Moylan, North Carolina State Gaming Society, P.O. Box 37122, Raleigh, NC 27627.

MARCH 16-18

SIMCON VI, Rochester, New York

Contact: Michael Puttre, Publicity Director, P.O. Box 29142 River Station, Rochester, NY 14627.

MARCH 17-18

CENTCON 84, New Britain, Connecticut

Contact: Ronald Vincent, 471 Commonwealth Avenue, New Britain, CT 06053. (203) 225-0763.

APRIL 6-8

CAPCON '84, Columbus, Ohio

Contact: Paul T. Riegel, c/o Wargame Designs, 6119 East Main Street #202, Columbus, OH 43213. (614) 863-6635.

NOTE: Events include competitions in *DIPLOMACY* and *SQUAD LEADER* among others.

APRIL 28-29

GAME FAIR '84, Spokane, Washington

Contact: Shannon Ahern, Book and Game Company, West 621 Mallon, Spokane, WA 99201. (509) 325-3358.

NOTE: All proceeds donated to the Spokane Guild School for Handicapped Children.

MAY 4-6

ONOCON '84, Syracuse, New York

Contact: Brien Miller, Gaming Chairman, Onocon '84, P.O. Box 305, Syracuse, NY 13208.

NOTE: Science fiction emphasis.

MAY 4-6

TRI-STATE CON 1984, Cincinnati, Ohio

Contact: Tri-State Con '84, Boardwalk, 1032 Delta Avenue, Cincinnati, OH 45208. (513) 871-2110.

MAY 27

MIGS V, Cambridge, Ontario

Contact: Chris Goldsmith, Secretary of the Military Interests and Games Society, 100 Lorraine Drive, Hamilton, Ontario, CANADA L8T 3S3.

NOTE: Tournaments in *SQUAD LEADER* and *DIPLOMACY* among other events.

JUNE 21-24

ORIGINS '84, Dallas, Texas

Contact: ORIGINS 84, P.O. Box 59899, Dallas, TX 75229.

NOTE: The National Adventure Gaming Show includes many AH-sponsored events among the widest range of other gaming activities.

JULY 27-29

GATEWAY CON II, St. Louis, Missouri

Contact: Stephen Levin, Gateway Conventions, 305 Glyn Cagney, St. Louis, MO 63011.

Readers should note a change of venue and date for ORIGINS '84. All interested are urged to contact the convention committee immediately.

EVERYONE'S FAVORITE ATTACK

The Mystical 3-1

By James Stahler

Although it is used in *BULL RUN* for the first time in over twelve years, every wargamer has certainly seen and used the "standard" CRT (Combat Result Table). Introduced in 1958 in *TACTICS II*, it had been featured in every Avalon Hill land battle game through 1964. The standard CRT is found in such classics as *D-DAY* (1961), *WATERLOO* (1962), *STALINGRAD* (1963), and *AFRIKA KORPS* (1964), as well as in *Neuchess* (1961), *Civil War* (1961), the original *Chancellorsville* (1961), and hex *Gettysburg* (1961)—all of which have now become collector's items. In a slightly modified form, it was also included in the basic game versions of *BLITZKRIEG* (1965) and *Guadalcanal* (1966). And now it comes to us once again in Richard Hamblen's superb *BULL RUN* to intrigue and frustrate the novices and experts alike.

The key feature of the standard CRT is that magical, mystical odds of "3-1". Below this, the attacker takes a great risk of being driven back or even being totally destroyed. The 3-1 is the lowest odds guaranteeing the attacker victory in the classic sense: he will hold the field of battle. Above 3-1 attacker's losses decrease and defender's losses increase, but 3-1 is the critical turning point in the CRT.

Consequently, tactics—and even strategy—are built around 3-1 odds. In *WATERLOO*, the Prussians must make the Quatre Bras hill "3-1 proof". In *D-DAY*, the German goal is a 3-1 proof beach defense, followed by a series of 3-1 proof river lines. The Russian defense in *STALINGRAD* is usually a combination of 3-1 proof river lines and cities, interspersed with delaying units. And Heaven help the British if the Germans get a 3-1 on Tobruk early in a game of *AFRIKA KORPS*.

Let us examine this odds column that has had such impact on wargaming. There are three results possible, each with equal probability. A die roll of "1" or "6" results in the coveted *Defender Eliminated*, a total victory for the attacker. A die roll of "3" or "4" allows the enemy to slip away to fight again, with a *Defender Back 2*. Finally, a die roll of "2" or "5" produces the dreaded *Exchange*, frequently leaving the attacker with only a Pyrrhic victory over the enemy.

The effectiveness of each result depends on the specific tactical situation, as well as on the overall strategic situation. We will first consider a basic situation, in which both sides have about equal overall strength, the defender has retreat available, no units are doubled or halved, and the attacker was clever enough to provide the minimum required losses in the event of an Exchange. This situation is likely to occur in the middle game of *WATERLOO*, for example. Calculating expected losses (adding the losses that would occur for each of the six possible die rolls and dividing by six), we find that the defender expects to lose 2/3 of his forces in the battle, while the attacker expects to lose half the defender's expected losses, or 1/3 of the defender's strength. Thus, the expected losses are clearly in the attacker's favor. For example, suppose that eighteen factors attack six. The attacker's expected losses are two factors (1/3 chance of losing 6 in an Exchange), and the defender's expected losses are four factors (2/3 chance of losing 6 between an Exchange and Defender Eliminated). But looking at the situation in another way, the likelihood of the attacker actually doing better than the defender

strictly in terms of losses is only one chance in three. This is not as impressive as saying that the defender's expected losses are double that of the attacker's. If the attacker has to lose additional units in soak-offs, he has a 2/3 chance of actually ending up on the short end of the losses in the combination of attacks.

There are many more ways of looking at the situation. Suppose that the attacker has a large advantage in strength, the defender is growing short of units, or a critical defending unit is being attacked. This situation occurs in the early stages of *WATERLOO*, when the French are trying to use their initial overwhelming strength to quickly crush the Prussians; or in *D-DAY* or *STALINGRAD*, when the defender's line is stretched and he has an acute unit shortage; or in *BULL RUN* in the closing stages of the defense of Centerville or Manassas. A similar situation occurs when the attacker has units cut off from the main battle and out of supply, with no better function than to try to bleed the enemy. In this case, attacker's losses are less important, and an even exchange is to the attacker's advantage. The attacker now has a 2/3 chance of coming out ahead, and a 3-1 is free to risk, considering that a retreat leaves the defender where he would have been if no attack had been made, as far as losses are concerned. Note that a 3-1 attack has the same chance of simply killing the defender as a 4-1 or even a 5-1.

Conversely, the attacker may be the one running out of troops but still forced to attack to maintain momentum. Similarly, he could be forced to risk particularly valuable units in the 3-1. The Germans run into this situation in both *AFRIKA KORPS*, in which every German unit is valuable, and *STALINGRAD*, in which the Germans often run out of units just as the Russians run out of territory. In this situation, an Exchange could be considered a defeat, a retreat a draw, and only a Defender Eliminated a victory. The once "safe" 3-1 becomes a risky attack.

The purpose of an attack is usually to gain territory with minimal losses. This happens on the strategic offensive when the attacker must force the defender back, or on the strategic defensive in a counterattack against an enemy incursion into your lines. (This is especially true in *BULL RUN* and *WATERLOO*, wherein much of the fighting is for positional advantages.) As we have noted before, a 3-1 is guaranteed to gain the position, but the attacker has a 1/3 chance of taking losses. Since we are not so concerned with defender's losses but mainly with the attacker's, a retreat is considered a success and only an Exchange is harmful. At 3-1 the attacker has 2/3 chance of winning in this situation, but a 4-1 would be better, while 5-1 eliminates any possibility of the attacker losing troops.

Therefore, the chances of winning at a 3-1 depend on the attacker's objective. If it is just to gain numerical advantage, he has only 1/3 chance of winning (Defender Eliminated), and any higher odds attack would be better. If he has 2/3 chance of winning (both Defender Eliminated and Exchange), he needs 6-1 before his chances improve; if he can get no more than 4-1 or 5-1, the additional troops would be better employed in making more 3-1 attacks. If he wishes to gain or hold ground with minimal losses, 3-1 gives him 2/3 chance of victory

(Defender Eliminated and Defender Back 2) and the higher odds, up to 5-1, the better.

Now let us turn from strategic considerations to tactical ones. Suppose that our prayers have been answered and we have a 3-1 *SURROUNDED*! This changes everything. A Defender Back 2 suddenly becomes Defender Eliminated, and the defender is guaranteed to be destroyed, although the attacker's expected losses remain 1/3 of the defender's strength. In our 18-6 attack, the attacker's expected losses are still two, but the defender's losses are now six, triple those of the attacker.

Let us reexamine this tactical situation with respect to the attacker's three objectives. In the first case, the attacker gains numerical advantage 2/3 of the time, with both Defender Back 2 and Defender Eliminated. Again, increasing the odds up to 5-1 will improve the attacker's odds of winning. If the attacker is trying to kill enemy units, look no farther; he has done it, with the defender certain to be eliminated in this case. In the last case, in which the attacker is trying to minimize his own losses while gaining the position, he still has 2/3 chances of winning (not getting an Exchange), and improving the odds to 4-1 or 5-1 will improve his chances of victory even further.

A further variation is a 3-1 attack against a doubled position, such as the defender on a hill, in a city, in a mountain hex, or behind a river line. Assuming that the defender has retreat, the defender's expected losses are 2/3 of his strength, but the attacker's expected losses are also 2/3 of the defender's strength. For example, suppose that 36 factors are attacking a doubled 6-point unit at 3-1. Defender's expected losses are four, and attacker's expected losses are also four (1/3 chance of an Exchange in which 12 factors would be lost).

It is abundantly clear that making a 3-1 attack against a double position to gain numerical advantage is not a clever tactic. There is 1/3 chance of no losses to anyone in a Defender Back 2, 1/3 chance of the attacker winning in the case of a Defender Eliminated, and 1/3 chance of the attacker actually losing if an Exchange is rolled. There is no net numerical advantage in a 3-1 attack against a doubled position.

However, if the sole purpose of the attacker is to cause the defender casualties, a 3-1 against a doubled position works just as well as a 3-1 against an undoubled position, except that it takes more attackers. There is still 2/3 chance of eliminating the defender, but one must be cautious. An Exchange against an undoubled position may be acceptable, whereas the large amount of losses taken in an Exchange against a doubled position requires a second look.

If you are attacking a doubled position to gain ground, 3-1 will do the trick, but the risk of casualties is now doubled. Your expected losses are 2/3 the strength of the defender, which makes the attack less attractive than an attack on an undoubled defender. However, note that the probability of taking casualties is still 1/3; the difference is that the casualties will be greater. The higher the odds, the less the attacker's expected losses, up to 5-1. Usually, against a doubled position, you are fortunate to get 3-1. If you are trying to bust a river line, take a key city, capture Tobruk, or storm the Centerville Ridge, the risk of losses is well worth the advantage in position a 3-1 offers.

Combining the two above situations, let us analyze a 3-1 against a doubled position with no retreat. The defender is sure to be eliminated, but the attacker's expected losses are 2/3 the defender's basic strength. This is bloodiest of 3-1's. If 36 factors are attacking a doubled six-point unit with no retreat, the defender loses six, and the attacker's expected losses are four. The attacker has 2/3 chance of gaining a numerical advantage, but a 1/3 chance of coming out behind. It is generally worthwhile to make an attack like this in a battle of attrition, but be aware of the risk.

If you are out to destroy enemy units, this attack is certainly effective. Nevertheless, the risk of taking losses is significant. Unless you have an abundance of force, give this attack some extra thought. And if your objective is to gain territory with minimum losses, a 3-1 against a doubled enemy can be expensive, even if it is surrounded. If your forces are stretched and the enemy can absorb losses easily, it would be better to make a 3-1 against an undoubted defender, even if it has a retreat route. You get the position in either case, but the attack against the doubled unit can be very expensive.

There is one important factor in attacking doubled units that often makes a 3-1 attack against a defender much more attractive. The attacker can usually advance into the enemy's hex, which he cannot do if the defender is undoubted. This added bonus, coupled with the guaranteed victory at 3-1, could offset the risk of larger losses. You might pay more, but you get more too.

So far we have assumed that in an Exchange, the attacker can lose the exact number of factors as the defender. In reality this doesn't always work out quite right. As an extreme example, suppose that the German in *AFRIKA KORPS* attacks a British 2-2-6 with a 7-7-10 armored unit. The British expected losses amount to 4/3, but the German expected losses are 7/3! This is *not* a good attack [to put it mildly]. In general, it is good practice to make sure that you have the right number of factors available for an Exchange. If not, an otherwise excellent attack can be converted to a potential disaster. At least, the odds will shift against you.

When considering a 3-1, first decide what you want—do you want to kill enemy units, gain a numerical advantage, or take ground with light losses? Then calculate the expected losses, taking into account whether the defender has a retreat route, whether the defender is doubled or basic, and whether the attacker has the proper units to lose in an Exchange. Finally, assess the probability of victory or defeat. Now you can make an intelligent decision to attack or not, and if you attack you can figure out what is the most cost-effective attack and what to expect from that attack. There is a lot more to 3-1 than meets the eye.



A.R.E.A. RATING SERVICE

As outlined in *The General*, Vol 11, No. 5, Avalon Hill offers a lifetime service whereby players are rated in relationship to other game players. Return coupon NOW, along with \$6.00 lifetime service fee for complete details on the Avalon Hill Reliability Experience & Ability Rating.

☐ I don't object to having my name and address printed in *The General* with the rating lists. I rate myself

- ☐ A—an excellent player
- ☐ B—a good player
- ☐ C—an average player
- ☐ D—a novice in my first year of gaming
- ☐ E—a beginner

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed 98

Total Responses: 464

Rank: Title	Pub	Rank Times			Freq. Ratio
		Last Time	On List		
1. Russian Campaign	AH	7	18	2.6	
2. Bulge '81	AH	—	1	2.4	
3. Flat Top	AH	10	4	2.3	
4. Squad Leader	AH	2	18	2.2	
5. Titan	AH	1	2	2.1	
6. Civilization	AH	5	2	2.0	
7. Third Reich	AH	3	18	2.0	
8. Cross of Iron	AH	6	18	1.8	
9. D&D	TSR	—	1	1.6	
10. B-17	AH	—	1	1.5	
11. Frederick	AH	—	1	1.4	
12. G.I.	AH	4	8	1.4	
13. Panzerblitz	AH	—	1	1.4	
14. VITP	AH	11	4	1.3	
15. Air Force	AH	—	1	1.2	
16. Guns of August	AH	—	1	1.2	
17. Longest Day	AH	—	1	1.1	
18. 1776	AH	—	1	1.1	
19. Naval War	AH	—	1	1.0	
20. WS&IM	AH	17	3	1.0	

A wild reshuffling occurred with this survey of the readership's preferences for recent play. No less than ten titles come onto the list, replacing some old favorites. Among the many titles new to the list, three have not previously appeared—*B-17*, *FREDERICK THE GREAT* and *NAVAL WAR*. All three are novel, each a unique departure from the "norm" in state-of-the-art design. The ranking for *B-17* reflects the surging interest in solitaire gaming, being the first AH title specifically designed for such. The strong showings for *FREDERICK THE GREAT* and *1776* are due, no doubt, to their handling in Vol. 20, No. 3 of *THE GENERAL*. Among those replaced on the list by these is one, *CRESCENDO OF DOOM*, which has been a feature since the inception of this column. It is fully expected that *COD*, along with the others which dropped off this listing, will be seen here again in the future.

ORDER BY PHONE TOLL FREE

If your favorite game store does not have the game you want in stock and you have a valid American Express, Master Charge, or VISA credit card, call our Toll Free number 800-638-9292 from anywhere in the Continental United States except Maryland to place your order. Our prompt mail order service will then speed your order to you with our usual lightning dispatch. You must give the order taker the number, expiration date, and name of your credit card along with your order and shipping address. We ship UPS wherever possible. If you prefer Parcel Post, be sure to specify this.

The Toll Free number is good only for ordering games or other merchandise from Avalon Hill by credit card payment. No C.O.D. orders can be accepted. The operator will be unable to answer game questions or switch calls to someone who can.

Maryland residents must call 301-254-5300 and ask for extension 34. Absolutely no collect phone calls can be accepted. The Toll Free number is not valid in Maryland.

AREA TOP 50 LIST

Rank	Name	Times		Previous Rank
		On List	Rating	
1.	K. Combs	36	2442YOV	1
2.	B. Dobson	11	2368SJR	2
3.	D. Burdick	35	2156GFN	4
4.	P. Siragusa	30	2152DGI	3
5.	B. Sinigaglio	21	2150GHI	5
6.	D. Garbutt	34	2138GIM	7
7.	E. Mineman	6	2090CEE	8
8.	J. Kreuz	30	2063GGL	9
9.	F. Preissle	33	2052LNX	10
10.	W. Scott	33	2042KIT	11
11.	P. Kemp	7	2024EEI	12
12.	D. Barker	1	2014GHM	—
13.	P. Landry	10	2012HHM	13
14.	J. Cormier	1	2009CEF	—
15.	M. Sincavage	25	1993EEJ	14
16.	R. Leach	38	1976ILS	15
17.	J. Zajicek	38	1959HJQ	16
18.	R. Phelps	17	1943HIP	18
19.	J. Beard	25	1940GHP	22
20.	B. Remsburg	19	1926GIO	19
21.	L. Kelly	29	1921VWZ	20
22.	P. Flory	12	1910GFJ	21
23.	S. Sutton	3	1906DFS	35
24.	F. Reese	16	1898GDF	23
25.	F. Freeman	10	1897EEF	24
26.	M. Simonitch	6	1875CEF	26
27.	P. Gortman	1	1862GEE	—
28.	B. Salvatore	4	1844FJN	32
29.	R. Beyma	11	1836CDE	27
30.	J. Sunde	11	1830KKS	28
31.	B. Downing	25	1830FHL	29
32.	J. Anderson	12	1829DDF	30
33.	S. Martin	29	1828GIL	31
34.	C. Wannall	12	1825HKP	33
35.	H. Newby	1	1817LGH	—
36.	W. Ownkey	5	1812CEI	34
37.	B. Sutton	4	1806DFE	36
38.	B. Schoose	1	1802GHK	—
39.	J. Baker	8	1799CDJ	38
40.	P. Ford	1	1797GCP	—
41.	R. Shurdut	2	1785DDJ	48
42.	F. Ornstein	19	1784FGL	41
43.	B. Armstrong	8	1781EFL	40
44.	D. Greenwood	36	1779FFJ	42
45.	C. Olson	19	1778DEJ	43
46.	N. Cromartie	21	1776GGN	44
47.	K. McCarthy	1	1770CEH	—
48.	J. White	3	1769CFI	46
49.	E. Miller	22	1764GIP	47
50.	P. Devolpi	2	1758CED	50

Mr. Donald Burdick is 46, married and father of three, holds a Ph.D. in Mathematical Statistics as well as other degrees, and is a Professor of Mathematics in Durham, North Carolina.

Favorite Game: 1776

AREA Rated Games: AZ, AK, STAL, TRC, DD, 1776, BB

AREA W-L Record: 25-5-2 % Time PBM: 99%

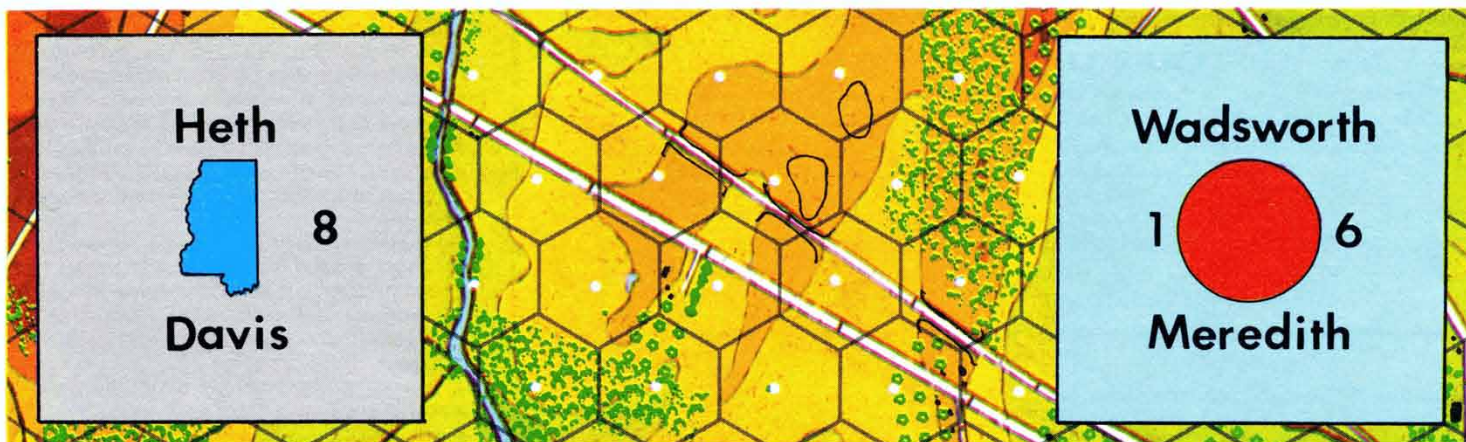
Gaming Time/Week: 10 hrs. Play Preference: PBM

Hobbies: Folk music, History, Barbershop singing

Pet Peeve: Ambiguous rules

Mr. Burdick's views on AREA:

"In my opinion, the AREA rating system is a substantial asset to the wargaming hobby. There is an added spice that comes from participation in an organized competition with recognition for success present. There is some room for improvement though, because anyone who is willing to invest in a few spurious memberships can manipulate the system to achieve a high rating for himself without engaging in serious competition. To remedy this, I would suggest a new qualifier based on participation in AH-sanctioned events such as the postal tournaments. Both chess and bridge national organizations require participation in certain special events in order to achieve the highest rating levels, and wargaming has now advanced to the point where this kind of standard is both feasible and desirable."



THE BLUE AND THE GREY

Significance of Leaders in Intermediate GETTYSBURG

By James L. McLean

As any wargamer knows, Civil War combat was greatly affected by the generals who led the troops. The officer who could make quick tactical assessments, and then correctly deploy soldiers accordingly, played an integral role in the army's performance. But generals served many purposes beyond making tactical decisions. To varying degrees, they were responsible for the "esprit de corps" of the troops under their command. Too, they occasionally led their men into combat (thus accounting for the high proportion of generals killed and wounded during the war). Finally, officers were responsible for rallying disorganized troops. The efficiency of the army largely depended on how well its officers executed all of these duties.

Intermediate *GETTYSBURG* utilizes leaders at the corps and army levels. Each is assigned a rating—its reorganization value. The greater the reorganization value, the more effective the leader. To the casual gamer of Civil War history, perhaps the most unusual circumstance concerning these generals is that the mean rating of the Union army's infantry corps officers is better than their Confederate counterparts: 3.71 to 3.66. Nonetheless, these ratings are accurate.

The South, already struggling against its implacable enemies, time and attrition, was losing many superb officers. The most notable death thus far was that of Stonewall Jackson at Chancellorsville, the sanguinary battle fought two months before Gettysburg. This loss dictated a reorganization of Lee's Army of Northern Virginia into three infantry corps instead of two. Lee felt that it would be easier for the new corps commanders to handle three divisions instead of four as in the previous set-up. Longstreet, probably the most competent corps commander during the war, still headed the First Corps. One-legged "Dick" Ewell, Jackson's protege, now commanded the Second Corps. Leadership of the newly formed Third Corps was assigned to one of Lee's best divisional officers, A.P. Hill. Unfortunately for the Rebel cause, when the three days of fighting at Gettysburg ended, the two new commanders had demonstrated a glaring inability to lead their respective corps.

For the Union, the situation was reversed. The Federal forces had finally developed some competent corps commanders. Winfield Scott Hancock of the Second Corps was highly esteemed. All accounts of his work on Cemetery Hill at the end of the first day of fighting refer to the cool and precise

manner in which he molded a solid defensive position from a chaotic disarray of soldiers. Sedgewick, of the Sixth Corps, was a solid leader. During the Chancellorsville campaign, his men had dislodged Early's division from Maryes Height, a position that was impregnable the preceding December (Fredericksburg campaign). Sickles, one of the numerous political generals, lacked a formal military education but was not shy about making decisions or about using his men in battle. Howard, commander of the much defiled Eleventh Corps, never made his mark with the Army of the Potomac. (However, when later transferred to Sherman's army, he and his men exonerated their questionable record.) Sykes and Slocum were no more than capable soldiers. The generalship of John Fulton Reynolds is somewhat of an enigma. He was offered command of the Union army but refused, thus setting the stage for Meade's heroics. His fellow officers lavishly praised him after his death at Gettysburg. However, his war record reveals that his only outstanding contribution to the Union cause was the part he played in the defense at Gaines Mills during the Peninsular Campaign (1862). Apparently Reynolds' judgement concerning military affairs and the leadership he displayed 1 July 1863 earned his reputation.

Avalon Hill's intermediate game allows leaders to perform two of their historic roles. These are the ability to rally disorganized troops and the ability to lend guidance in battle. Performance of these roles will critically affect the outcome of the game. In the remainder of this article, I will analyze the role of the leader units in Intermediate *GETTYSBURG*.

Consider the plight of a unit that is disorganized. In its present state, its strategic movement is restricted by 50%—from four hexes to two hexes per movement point expended along a road. Furthermore, that brigade's offensive and defensive status is

limited by a die modification on the Combat Results Table. In analyzing the CRT, two die modifications in one direction has the effect of altering the odds by one column. Hence, a disorganized unit's fighting ability will be impaired, and an army with too many disorganized brigades will restrict that army's capability to attack or defend.

This is where leader units perform a valuable role. Normally, a disorganized brigade has a 33.3% chance of reorganizing (i.e., a die roll of one or two). However, if a headquarter piece is within the allotted range, there exists *at least* a 50% greater chance of rallying broken troops. Table A indicates the probabilities of reorganization with and without leader units. The last column indicates how much of an increase there really is when a particular commander aids in reorganization as opposed to having no officer involved in the process. A glance at the table reveals that leaders significantly assist in rallying troops, and therefore help keep the army in fighting trim.

The other function of leaders is to increase the strength of an attacking or defending stack by modifying the die roll. Only leaders with reorganization values of four or greater affect combat. These are Lee, Longstreet, and Stuart for the Confederate player; Meade, Sedgewick, Hancock, and Reynolds for the Union player. However, because these generals can affect combat does not mean that they should be used at each and every opportunity. The reason is simple. Each time a commander participates in a battle, the probability that he will be eliminated is 16.6%. Continued use of a leader in combat increases the chance of his elimination (i.e., rolling a "1" while consulting the Headquarters Table). Observe Table B. Using a geometric discrete random variable statistic, I have analyzed the probability of a leader being

TABLE A: TABLE OF REORGANIZATION

Reorganization HDQ Value	Reorganization Normal Value	Reorganization Ability Within Range of HDQ	Increase in Reorganization Ability
3	33.3%	50%	50%
4	33.3%	66.6%	100%
5	33.3%	83.3%	150%
6	33.3%	automatic	infinite

TABLE B: LEADER COMBAT LOSS

Kth Roll	Probability of Rolling First "1" on Kth Roll	Cumulative Probability of Rolling "1" by Kth Roll
1	1/6 or 16.6%	16.6%
2	5/36 or 13.9%	30.5%
3	25/216 or 11.6%	42.1%
4	125/1296 or 9.6%	51.7%
5	625/7776 or 8.0%	59.7%

Formula: $P(x-k) = (1-\#)^{k-1} \#$; where " $\#$ " is the probability that the "1" will appear when the die is rolled.

eliminated the first through fifth times he participates in combat. Column 1 reveals on which die roll the first "1" appears. The second column contains the probability of the first "1" appearing on that roll. The last column presents the cumulative chance of rolling a "1" by the *k*th toss of the die. Thus, after just two combats, a commander has a 31% chance of becoming *hors de combat*. By the fourth combat, the odds have increased beyond 50% that the headquarter unit will be eliminated.

A player must remain cognizant of two points. First, those leaders who affect combat are also the commanders having the greatest potential for reorganizing broken troops. Second, throwing these leaders into combat with reckless abandon should be avoided since once they are lost, the player's ability to rally broken troops is severely

curtailed. Personally, I feel that the "four", "five", and "six" leaders are more valuable in their reorganization capacity than in their combat role. Only at critical moments should these leaders be used to modify combat. Indiscriminate use of headquarter units in combat could mean the difference between victory and defeat.

By analyzing the capabilities of the leaders, hopefully the role of this most vital non-combat unit has been illustrated. Intermediate *GETTYSBURG*, easily learned and historically accurate, contains numerous subtleties that make it the most interesting and playable Civil War game on the market. Mastering such subtleties enhances the enjoyability of the game.



BULL RUN . . . Continued from Page 19

north to trouble the Union defenders. At the very least, Jones should tie up a number of Union units which may operate against him to put down the threat he represents. Early, of course, will cross with one of the two Confederate army commanders, as soon as feasible.

To the south, Ewell and Holmes prepare to meet the 3rd Division or to march north. Set up in expectation that the Union player may very well make his primary advance here, once he spots the potential of a crushing Rebel advance on Centreville. Thus, one may set up Holmes and Ewell cautiously to defend the fords—in which case keep the bridge up in order to shift them north if no threat matures. Or one may place Ewell across the ford ready to meet the 3rd head-on (I recommend studying hexes XX28 and WW28 if this is your intent). Make no mistake, neither here—nor in the west where Bee and Bartow and Evans may face the Yankees alone—can a defense last long. The Confederate player who advocates this offensive stance must realize that he is in a race; being the first to reach the enemy base in a Panic Phase is all that counts. And time is on the Union side, for the attrition alone can bring him a victory. The role of Holmes and Ewell if meeting the 3rd Division is simply to hold as long as possible, and even gallantly sacrifice themselves if that is required to gain the vital extra turn necessary.

Cocke, and possibly Evans, provide the other flanking threat to the Yankee Centreville position. Few players realize just how crucial hex FF12 can be. Luckily Cocke can form brigade here to start the game, giving you a jump on the enemy. Now, to force any crossing in the center fords, the Union must clear the hex. Using the other elements on either side of the hex, makes it virtually impossible to take in one turn without a commitment of force that the Union player can ill-afford to expend on what is, after all, a secondary theater for him. Indeed, this is a point to keep in mind—although trite, it is nonetheless true that the most productive Confederate operations will be in areas the Union does not bother with (at least in his opening set up). If

opposed, Cocke can withdraw without great trouble. Or, upon assessing the units facing him and the potential for delivery if he reaches the bridge across Cub Run, he may advance towards Centreville.

Evans, though likely to be engaged slowing the enemy advance from Sudley, can of course join the parade toward Centreville. However, usually he will defend. It is Evans, Bee and Bartow that must buy time in the west even as Ewell and Holmes do in the east. Fortunately, there is a great deal of tricky terrain and vast distances to take advantage of here. Unlike the Yates Ford region, even a small force can tie up vast numbers of Union units. Forcing the Union to outflank successively abandoned positions (always at the last moment, of course) accomplishes the purpose very well. To do this, these units must be preserved.

The greatest problem will be the coordinated command of the scattered forces involved. Too, the overwhelming factor of three turns of relatively untroubled development that the Union enjoys will allow him to position himself to meet your thrust(s). There is absolutely no guarantee as to where the Union will strike when confronted with such an offensive set up by his opponent. But strike he will; the offensive placement insures that any assault on your units should awake a commander (and hence the entire army). From that point on, it will rest firmly on your shoulders to push the assault towards Centreville. Having given up the central lines enjoyed, it is imperative that the advance progress at a brisk pace. Being offensively overbalanced, it will be nigh impossible to return to a defensive stance. But the offensive set up and strategy, if executed well, can surprise and shake any opponent.

With all this said, I must admit that I personally abhor the defensive policy. The Confederacy cannot win a straight contest of strength; and that is precisely what this posits. And the offensive strategy is just as disastrous (but at least it provides for an interesting game) unless victory is snatched by a fluke or by a *faux pas* on your opponent's part. Once engaged, your brigades are brittle and your

chance at maneuver is gone. The key to Confederate play is flexibility. The bulky Union brigades will ponderously grind under any defense you can devise if played by a steadfast and experienced Union player; and any offensive thrust can be batted away with disdain by careful Union play. Thus, I tend to prefer the middle-of-the-road approach to Confederate play—the opportunistic strategy.

The opportunistic approach is a bastard mix of the above detailed offensive and defensive placements. In effect, it retains the potential of multiple advances on Centreville, while maintaining the option of withdrawing rapidly back across the fords to defend.

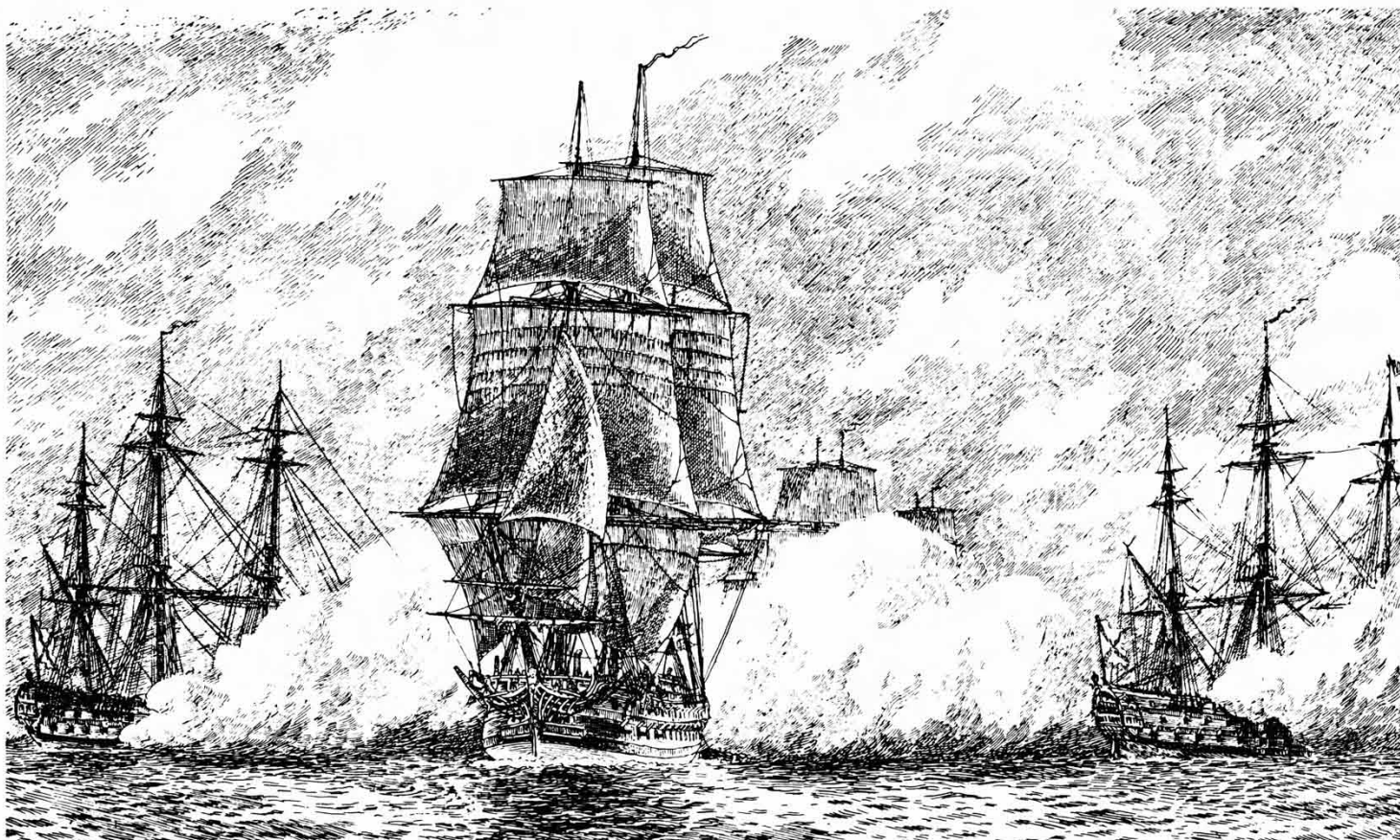
Longstreet, Bonham and Kershaw are placed now but one hex north of their fords. Should a massive Union force face them, execute a withdrawal. The screening units are last across, but save the artillery is at all possible. These smaller units—notably the extraneous infantry not incorporated into the brigades—take up the down-slope positions held by the brigades in the offensive option. Even under the most massive assault, due to the nature of the mapboard terrain you can expect to extract 75% of your forces (assuming average die rolls on his attacks). While this certainly is felt, it is far from fatal (especially if, once across the run, the brigade commanders can rally back the lost rear-guards).

Likewise, Jones is placed but one hex advanced across the river. As in his placement in the defensive situation, he can scramble back if necessary. But, unless faced with overwhelming strength, let him loose to shift north or south. Early, Walton and Jackson are all placed nearby in hex QQ23. Poised to follow Jones, alternately they can march west or south to defend where needed. For in this option, I like to leave the trestle bridge standing—it does command Union attention. Again, there is small threat here that the Union can turn the trestle to his advantage; but the advantage is fleeting and most Union players pass it up. On the other hand, it can allow Ewell and Holmes to rapidly enter the fray to the north. (I have witnessed an offensive comprising Jackson, Ewell, Jones, Holmes and Early rolling up the eastern edge of the mapboard which developed from just such a positioning—and a deadly ploy it was.)

In the west, Cocke and Evans are quickly placed, both east of the run. Evans, one hex east of the Stone Bridge, shelters behind a hedge of abatis. Cocke is placed as before in hex FF12, with his lesser forces joining him to Evans position. In all these positions, the Confederate player should be aware of his "recon range" and seek to isolate and spread the Union forces as much as possible. Evans and Cocke can withdraw to safer positions if actively threatened, or demonstrate to irritate and tie down enemy units. In point of fact, usual play tends to see them abandoning these positions to confront the Union drive from Sudley. But they are so placed to fulfill either role, or both, with a clarity.

In short, for the Confederate player able to think on his feet, and to recognize developing trends in the play, this set up is the best possible. It offers endless potential to promote an offensive on Centreville (from any of three directions in any combination) while defending on the other flanking fronts. Or one may use it to develop and hold a defensive line in the west—most often around Portici. Add to this that the Union player will be unsure of your intentions, forcing him to consider all possibilities, and one that has the most flexible opening positions available. Your forces are nicely balanced between offense and defense, able to accept immediate losses in either without being thrown offbalance. From this vantage, your opportunities in *BULL RUN* are limited only by circumstances.





A KING'S OFFICER

The Battles of Richard Bolitho

By Kevin J. Moulton

The exploits of men in fictitious battle are often much more rousing and colorful than those found in history. Alexander Kent [pseudonym of Douglas Reeman] is an acknowledged master of military fiction, and his skill shines nowhere brighter than in his series centering on the deeds of Richard Bolitho (1756-) of the Royal Navy. With Mr. Reeman's kind permission and through the efforts of an adept gamer and avid fan of Bolitho, we find that the pages of Alexander Kent come to life in a swirl of cardboard and hint of salt spray.

In the annals of historical fiction, there are many heroes fighting under sail. Horatio Hornblower, Richard Delancy, and Nicholas Ramage to name a few. Fine commanders all. But in my opinion, they are no match for Richard Bolitho. He exceeds them all in courage, integrity, leadership, and self-sacrifice. Empires are not built by such men, but nations are kept free by their efforts.

Aside from the quality of the writing, fine characterization, and plot in the novels by Alexander Kent [which I highly recommend], the fictional battles therein are rousing—and challenging tactical exercises. Just the thing to liven up an evening of *WOODEN SHIPS & IRON MEN*.

This article will deal with eight of the Richard Bolitho novels, covering his career from a lieutenant in charge of a prize to his promotion to flag captain. The battles are listed chronologically (by the novels) and titled by the chapter in which they occur. Victory is determined by matching or exceeding Bolitho's exploits—for the British player of course. The French, American, or pirate player must prevent this.

Some new rules are introduced in the scenarios, peculiar to the event reenacted. Some rules may seem a bit contrived. I have striven to capture the unique flavor of Mr. Reeman's writing as much as possible, to force the player into Bolitho's position. If not liked, these rules may be thrown to the wind.

First, some new rules pertaining to all scenarios. These reflect actual tactics that Bolitho used.

1. Bolitho may use doubleshot and grape in the same broadside. This hybrid charge takes three turns to load. Doubleshot is loaded normally, and then grape is loaded on top in the third turn. Damage is figured normally as if two separate broadsides were fired (roll the dice twice). The guns may not be fired until all operations are finished.

2. Bolitho may use chainshot twice per scenario, except in campaign games.

The orders of battle are listed in the Master Scenario Chart under the chapter title.

An Early History

Richard Bolitho was born on 7 October 1756 in Falmouth, Cornwall. Descendant of a long line of naval officers, he had an older brother, Hugh, in the Royal Navy and two sisters. He entered the King's service as a midshipman on the *Manxman* in 1768. In 1772, he served on the *Gorgon*, 74SOL, under Captain Beves Conway. On the frigate *Destiny*, 28 guns, he was promoted lieutenant in 1774. He was transferred to the *Trojan*, 80SOL, in 1775 after an incident in Lexington, Massachusetts.



In Gallant Company

SCENARIO B-1

NO MORE PRETENSE

I. INTRODUCTION

By August of 1777, Bolitho was the second lieutenant of the *Trojan*, commanded by Captain Gilbert Pears. He had moved up from fourth lieutenant after the second had died in an action in Delaware Bay and the third had been captured on a prize following the pyrrhic destruction of the rebel Fort Exeter, 30 miles north of Charleston, South Carolina. Sailing in company with the sloop of war *Spite*, the *Trojan* was temporarily flying the flag of Rear-Admiral Graham Coutts heading for the Mona Passage between Santo Domingo and Puerto Rico. Coutts hoped to destroy a supply base on Isla San Bernardo where the American rebels were receiving supplies from France. Upon arriving at San Bernardo, the *Spite* was sent to flush out any privateers to the waiting *Trojan*. A French ship-of-the-line rounded the headland. The *Argonaute* was under the flag of Comte Admiral Andre Lemerrier and she dismasted the *Spite* with a single broadside and swept on toward the *Trojan*. There was, indeed, no more pretense.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 3
Wind Velocity: 3—Normal Breeze
Wind Change: 6

III. SPECIAL RULES

1. No land hexes.

2. No anchoring allowed.
3. Ships begin under battle sail.

IV. VICTORY CONDITIONS

In the novel, the two ships beat each other to a bloody stalemate. Therefore, victory is determined normally.

SCENARIO B-2 NONE SO GALLANT

I. INTRODUCTION

In October of 1777 the *Trojan* managed to capture the American brig *White Hills* after she got too close to the SOL's guns while trying to recapture a yawl that Bolitho had taken in a cutting out raid. The yawl was sunk and Bolitho was given the *White Hills* to take to English Harbor on Antigua. Off of the island of Nevis, three days from Antigua, the American privateer *Revenge* (formerly the *Mischief* of the Royal Navy) appeared. With the help of some released prisoners on the *Revenge*, Bolitho sailed into English Harbor with two prizes and a hero's welcome.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 2
Wind Velocity: 3—Normal Breeze
Wind Change: 6

III. SPECIAL RULES

1. No land hexes.
2. No anchoring allowed.
3. The *Revenge* has one crew square of British prisoners below, quality Cr, that may be released in melee. When engaged in melee, Bolitho rolls one die after each round. On a roll of six, this square is added to the *White Hills'* melee strength. On each turn hereafter, as long as melee lasts, one is added to the die roll.
4. The *White Hills* fires its guns as if it had a crew section loss.

5. Sails may be set optionally.
- #### IV. VICTORY CONDITIONS
- Bolitho must defeat the *Revenge*.



Sloop Of War SCENARIO B-3 THE PRIVATEER

I. INTRODUCTION

After six months in Antigua, Bolitho was appointed a commander and given the sloop of war *Sparrow*—a well-built little ship with heavier guns than normal for a ship her size. Escorting two transports to Philadelphia with the sloop of war *Fawn*, they encountered the frigate *Miranda* with news that France had declared war. The *Fawn* returned to Antigua and the *Miranda* continued on with the *Sparrow*. Off Cape Hatteras, two sails were sighted. A merchantman was under attack by a brig. The *Miranda* charged after the brig, placing herself between the brig and the merchantman. Too late, the merchantman was identified as a French ship with an American crew. She introduced herself with a broadside into the hapless *Miranda*. The trap had been perfectly executed by the *Bonaventure*, commanded by Matthew Crozier. The fiery *Miranda* desperately grappled the *Bonaventure*. Bolitho meanwhile sunk the *Ferret* and closed with the grappled ships. He signaled that a sail was in sight. Crozier, thinking that a British patrol was joining the fight, broke off.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 1
Wind Velocity: 3—Normal Breeze
Wind Change: 6

III. SPECIAL RULES

1. No land hexes.
2. No anchoring allowed.
3. The *Miranda* must undergo an initial broadside from the *Bonaventure* before the game begins. She cannot return fire.
4. The *Miranda* loses her initial broadside bonus on her right side.
5. The *Miranda* must engage the *Bonaventure* for at least one game turn.
6. The *Miranda* and the *Bonaventure* begin under battle sail. The other ships may set their sails optionally.
7. Use counter 4303 for the *Bonaventure*.

IV. VICTORY CONDITIONS

Bolitho must defeat the *Ferret* (cause it to strike or sink) and go to the aid of the *Miranda*—in that order. If either transport is lost, then it is an American victory.

SCENARIO B-4 TO DARE OR TO DIE

I. INTRODUCTION

A few weeks later, the *Sparrow* was dispatched to Delaware Bay to pick up some soldiers trapped by American forces after the fall of Philadelphia. They found the troops battered, tired, starving, yet not quite broken. Packing them below decks during the night, the *Sparrow* resorted to sweeps to get underway as the wind was against her. A large French frigate coming downriver spotted the *Sparrow* and gave chase. Bolitho led the Frenchman across a sand bar.

(Bolitho had been forced to leave the crippled *Miranda* and take the transports to New York. The *Bonaventure* returned and finished off the *Miranda*. The elusive privateer then dogged Bolitho's course. After the escape from Delaware Bay and leaving the troops in New York, the *Sparrow* headed back to Antigua. He found a West Indiaman damaged after

Name	Guns	Class	No.	Initial Position Bow Hex	Dir. Nr.	Hull	Qual.	Crew Section			Guns		Carr.		Rigging				Depth (ft.)	Point Value
								1	2	3	L	R	L	R	1	2	3	4		
SCENARIO B-1 NO MORE PRETENSE, 1777																				
Trojan	80	SOL	1	Q5	3	15	Cr	4	3	3	10	10	-	-	7	7	7	-	NA	28
Argonaute	74	SOL	2	P24	2	14	Cr	5	5	4	10	10	-	-	7	7	7	-	NA	29
SCENARIO B-2 NONE SO GALLANT, 1777																				
White Hills	8	B	5	FF22	6	2	Cr	1	-	-	1	1	-	-	2	2	2	2	NA	6
Revenge	14	B	5	G23	2	3	Av	1	1	-	1	1	-	-	3	3	3	3	NA	8
SCENARIO B-3 THE PRIVATEER																				
Miranda	32	F	3	Q22	5	5	Cr	2	1	1	2	2	-	-	5	5	5	5	NA	10
Sparrow	18	F	4	OO22	6	4	Cr	1	1	1	1	1	-	-	4	4	4	4	8	8
Golden Fleece		Transport		GG14	6	2	Av	2	-	-	-	-	-	-	3	3	-	-	NA	10
Bear		Transport		LL13	6	2	Av	2	-	-	-	-	-	-	3	3	-	-	NA	10
Bonaventure	40	F	3	P20	2	7	Cr	2	2	2	3	3	-	-	5	5	5	5	NA	17
Ferret	14	B	5	M27	2	3	Av	1	1	1	1	1	-	-	3	3	3	3	NA	6
SCENARIO B-4 TO DARE OR TO DIE, 1778																				
Sparrow	18	F	4	L8	3	4	Cr	1	1	1	1	1	-	-	4	4	4	4	8	8
Sire de Coucy	40	F	3	B11	3	9	Av	3	2	2	3	3	-	-	5	5	5	5	14	13
SCENARIO B-5 ONLY THE BRAVE, 1781																				
Sparrow	18	F	4	J6	4	4	E1	1	1	1	1	1	-	-	4	4	4	4	8	8
Fidele	32	F	3	V7	6	6	Av	2	2	1	2	2	-	-	5	5	5	5	11	10
Lys	32	F	3	DD11	6	6	Av	2	2	1	2	2	-	-	5	5	5	5	11	10
Transport				Q17	1	3	Av	2	-	-	1	1	-	-	3	3	-	-	17	8
Transport				X20	1	3	Av	2	-	-	1	1	-	-	3	3	-	-	18	8

Name	Guns	Class	No.	Initial Position Bow	Dir. Nr.	Hull	Qual.	Crew Section			Guns		Carr.		Rigging				Depth (ft.)	Point Value
				Hex				1	2	3	L	R	L	R	1	2	3	4		
SCENARIO B-6																				
THE SIGNAL																				
Phalarope	32	F	3	AA24	6	5	Cr	2	1	1	2	2	-	-	5	5	5	5	NA	10
Andiron	38	F	3	N11	4	7	Cr	2	2	2	3	3	-	-	5	5	5	5	NA	14
SCENARIO B-7																				
FORM LINE OF BATTLE, 1782																				
Phalarope	32	F	3	P19	2	5	Cr	2	1	1	2	2	1	1	5	5	5	5	NA	10
Witch of Looe	16	B	5	W16	5	1	Cr	1	1	-	-	-	-	-	-	-	-	-	NA	-
Centaure	36	F	3	W15	2	6	Av	2	2	1	2	2	-	-	5	5	5	5	NA	11
SCENARIO B-8																				
A TRADITION OF VICTORY, 1782																				
Phalarope	32	F	3	T30	1	5	El	2	1	1	2	2	1	1	5	5	5	5	NA	10
Cassius	74	SOL	2	T27	1	12	Cr	4	4	4	8	8	1	1	7	7	7	-	NA	26
Volcano	32	F	3	V24	1	5	Cr	2	1	1	2	2	1	1	5	5	5	5	NA	10
Ondine	74	SOL	2	AA12	5	14	Av	5	5	4	10	10	-	-	7	7	7	-	NA	24
Triumphant	80	SOL	1	QQ4	5	15	Av	6	6	5	11	11	-	-	7	7	-	-	NA	27
Vaillant	36	F	3	EE15	5	7	Av	2	2	2	2	2	-	-	5	5	5	5	NA	11
Griffon	32	F	3	HH10	5	6	Av	2	2	1	2	2	-	-	5	5	5	5	NA	10
SCENARIO B-9																				
IN THE KING'S NAME, 1784																				
Undine	32	F	3	J23	2	5	El	2	1	1	2	2	1	1	5	5	5	5	NA	12
Argus	44	F	3	GG23	6	9	Cr	3	2	2	3	3	-	-	5	5	5	5	NA	17

a storm. Knowing the privateer was following, he and some of his men hid on the Indiaman and transferred the passengers to the *Sparrow*. The *Sparrow* then ran for the horizon when the *Bonaventure* appeared. Grappling the enemy, Bolitho set the Indiaman afire, destroying both ships. He returned once again to Antigua a hero.)

II. PREVAILING WEATHER CONDITIONS

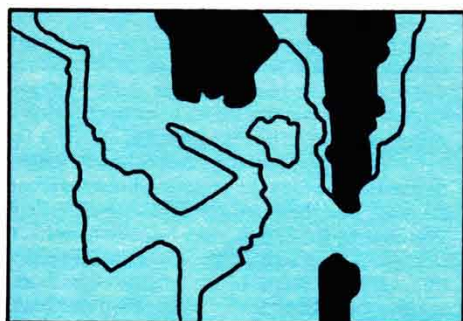
Wind Direction: 1
Wind Velocity: 3—Normal Breeze
Wind Change: 6

III. SPECIAL RULES

- Gray area between T1-T8-AA9-DD3 is shoal. No ship may enter.
- Gray area centered on rows LL and MM is a sand bar. A die must be rolled to cross. For *Sparrow*, subtract one from the die roll. Ships must cross in a straight line, if direction is changed, then the die must be rerolled. Aground on 4-6.
- If a ship is casting the lead, roll die for hex ahead of the ship.
- Ships are under full sail.
- Anchoring is permitted in any sea hex.

IV. VICTORY CONDITIONS

Bolitho must exit board edge 2-3 to win. *Sparrow* surrenders if half her hull squares are lost or if boarded.



SCENARIO B-5 ONLY THE BRAVE

I. INTRODUCTION

The beginning of September 1781 found the *Sparrow* in Chesapeake Bay looking for Admiral Hood to inform him the Comte de Grasse was on the loose. Not finding Hood, Bolitho attempted to contact General Cornwallis, but could not due to American pickets. Trying to leave the Chesapeake, the *Sparrow* ran into leading elements of the French fleet. Bolitho escaped and damaged some transports for good measure.

II. PREVAILING WEATHER CONDITIONS

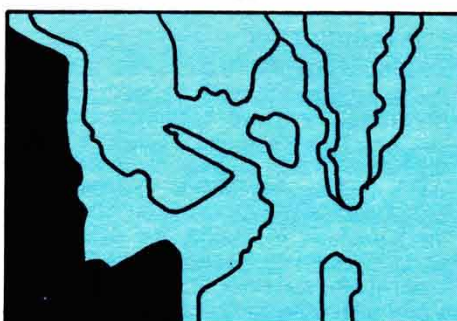
Wind Direction: 4
Wind Velocity: 3—Normal Breeze
Wind Change: 6

III. SPECIAL RULES

- Hexes that are darkened represent land.
- Anchoring is permitted in any sea hex. The transports are anchored normally.
- Ships may set sails optionally.

IV. VICTORY CONDITIONS

Bolitho must exit board edge 2-3 and score five points on the transports to win. He receives one point for each hull and crew hit on the transports.



To Glory We Steer SCENARIO B-6 THE SIGNAL

I. INTRODUCTION

On 3 January 1782, Captain Richard Bolitho was given command of the frigate *Phalarope*. He also learned at the time that his brother Hugh had turned traitor. The *Phalarope* was a troubled ship; her previous commander, Edmund Pomfret, had been relieved of command. Three weeks out of England they sighted another British frigate. She signaled the *Phalarope* to heave to. The stranger then made another signal that no friend would have made. Bolitho recognized the trap in time. The *Andiron* changed her colors to American. Neither captain knew that they were brothers—for the *Andiron* was truly under the command of Hugh. The turncoat captain recognized his brother just before boarding and broke off. Richard didn't find out until some time later who the *Andiron's* captain had been.

(The *Andiron* was destroyed later, ensnared by her own trap for the *Phalarope*. Many of the crewmen who survived this hazardous encounter would remain with Bolitho for many years—the third lieutenant Thomas Herrick, Midshipmen Charles Farquhar and John Neale, and topman John Allday. Herrick would become his closest friend and would serve as first lieutenant to flag captain. Farquhar would rise to captain and lose his life in the events leading to the Nile in 1798. Neale would command a frigate at his death in the Bay of Biscay in 1801. Allday would become a trusted friend and coxswain to Bolitho.)

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 4
Wind Velocity: 4—Heavy Breeze
Wind Change: 5

III. SPECIAL RULES

1. No land hexes.
2. No anchoring allowed.
3. The *Phalarope* had a large complement of recently pressed seamen. Though as a whole, the crew was well trained, they tended to fall apart in the stress of combat easier. Therefore, if the *Phalarope* loses one crew section, crew quality will drop one level. This may be in addition to any critical hits. In effect for this scenario only.
4. If engaged in melee, roll one die before melee begins. On a roll of five or six, Hugh will recognize his brother and the *Andiron* will disengage.
5. Ships begin under battle sail.

IV. VICTORY CONDITIONS

If the *Andiron* disengages, the scenario is a draw. Otherwise, victory is determined normally (though the personal problems that this would cause for the brothers are beyond the scope of the game).

SCENARIO B-7

FORM LINE OF BATTLE

I. INTRODUCTION

The *Phalarope* was to have quite a day on April 12, 1782. Searching ahead of their squadron, passing through the Dominica Passage, the lookouts heard gunfire. Mist obscured their approach. They found the tiny *Witch of Looe*, under Lt. Phillip Dancer, in a bad way. A French frigate had grappled and was boarding her. In a brilliant if desperate maneuver, Bolitho fired a broadside over the brig and captured the enemy *Centaure*.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 2
Wind Velocity: 2—Moderate Breeze
Wind Change: 6

III. SPECIAL RULES

1. No land hexes.
2. No anchoring allowed.
3. The *Witch of Looe* and the *Centaure* are grappled together.
4. All of the crew of the *Witch of Looe* are an OBP. The first and second crew sections of the *Centaure* are an OBP.
5. The right broadside of the *Centaure* may not be fired until boarding parties discontinue melee.
6. The *Centaure* already has some damage to rigging; mark off one-fourth of her rigging squares (rounded down).
7. The *Witch of Looe* has extensive damage. She is low in the water and a broadside will pass over her. The *Phalarope* may not fire into the *Witch of Looe*—over, not into.
8. All ships begin under battle sail.

IV. VICTORY CONDITIONS

Bolitho wins if he defeats the *Centaure* (causes her to strike or sink).

SCENARIO B-8

A TRADITION OF VICTORY

I. INTRODUCTION

After defeating the *Centaure* with no damage to herself and little loss of crew, the *Phalarope* engaged in yet another battle in a few hours. As the mist cleared they saw the two great fleets of Rodney and de Grasse, off of the Illes de Saintes. The rest of the squadron, the elderly *Cassius* with Captain Cope and flying the flag of Rear-Admiral Sir Robert Napier and the frigate *Volcano* under Captain Fox, had by now caught up with Bolitho. The sharp-eyed lookouts spotted some French ships separate from the fleet, including a three-decker that had lost her bowsprit and foretopmast in a collision. The British captains sallied forth.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 6
Wind Velocity: 3 Normal Breeze
Wind Change: 5

III. SPECIAL RULES

1. No land hexes.
2. No anchoring allowed.
3. All ships begin under battle sail.
4. The *Triumphant* has one rigging section lost and cannot be repaired.
5. If the other three French ships are lost before the *Triumphant* engages, then she will automatically strike.

IV. VICTORY CONDITIONS

The British must defeat the French without losing a ship, as did the valiant commanders in the novel.



Command A King's Ship

SCENARIO B-9 IN THE KING'S NAME

I. INTRODUCTION

The summer of 1784 found Bolitho on the other side of the world in the East Indies in command of HMS *Undine*. Here he was to help the new governor, Rear-Admiral Beves Conway, take control of Teluk Pendang from Spain in concession for other lands. The French were not pleased with the arrangements. Originally a Spanish frigate had accompanied the frigate *Undine*, but she had been sunk. Conway soon found himself in confrontation with Prince Muljadi, a cut-throat pirate. Muljadi had French support, though not openly, in the form of Captain Paul Le Chaumareys and the powerful frigate *Argus* operating under a letter of marque. The *Argus* and the *Undine* had met once before, but had fought an inconclusive battle then. This battle would be won by the smaller *Undine* and her courageous crew.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 1
Wind Velocity: 3—Normal Breeze
Wind Change: 5

III. SPECIAL RULES

1. No land hexes.
2. No anchoring allowed.

IV. VICTORY CONDITIONS

Destruction of the enemy ship. Two brave and honorable captains and crews in service to their countries will seek no less.



Passage to Mutiny

SCENARIO B-10 ON THIS DAY

I. INTRODUCTION

In the winter of 1790 Bolitho was in the South Pacific out of New South Wales. Sent to protect the Levu Islands, he learned of both the *Bounty* mutiny and the French Revolution. Though his own ship the *Tempest* was no problem, the crew of another ship was to cause him trouble. The French frigate *Narval* was commanded by a tyrant. When word of the Revolution was heard, the crew naturally mutinied. The ship eventually wound up in the hands of a ruthless pirate, Mathius Tuke. Tuke had a small fleet of schooners in addition, and he had

plans for the Levu Islands. All that stood between Tuke and the settlement was Bolitho and His Majesty's Ship *Tempest*.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 2
Wind Velocity: 4—Heavy Breeze
Wind Change: 5

III. SPECIAL RULES

1. No land hexes.
2. No anchoring allowed.
3. The *Narval* has a pirate crew. Use Pirate Morale and Pirate Leader rules from "Hoisting The Jolly Roger" (The *GENERAL*, Vol. 17, No. 6).
4. Tuke has a pirate leader rating of five.
5. Sails may be set optionally.

IV. VICTORY CONDITIONS

Destruction of the enemy; this is a simple matter of life-and-death, with no quarter given.



Form Line of Battle!

SCENARIO B-11 LIKE A FRIGATE!

I. INTRODUCTION

In the closing months of 1793, Bolitho took command of the SOL *Hyperion*. England was once again at war with the old enemy—France. Sent by Lord Hood to take the island of Cozar off of the south of France with two ships of their new ally Spain, Bolitho initially met with disaster. The Spanish flag ship was lost and Admiral Moresby killed on the *Hyperion*. Yet Bolitho took the fortress on the island in a daring raid. He then arranged a parley with the people of St. Clar in France for liberation, they having no love for the Revolution. Sent back to Gibraltar by his new admiral—Rear-Admiral Sir Edmund Pomfret (the man Bolitho had replaced as captain of the *Phalarope*)—Bolitho was to provide escort for several lumbering transports. Returning to Cozar, they met the French. Bolitho won fame by handling the big ship "like a frigate!" and driving off the French.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 1
Wind Velocity: 3—Normal Breeze
Wind Change: 5

III. SPECIAL RULES

1. No land hexes.
2. No anchoring allowed.

IV. VICTORY CONDITIONS

Bolitho must prevent the loss of a transport. If a transport is lost, regardless of what else happens, then it is a French victory.

SCENARIO B-12

THE FRENCH ARE OUT!

I. INTRODUCTION

The occupation of St. Clar was a disaster. French troops quickly laid siege to the town and the British, without reinforcements, were forced to withdraw. Lord Hood had the same problem in Toulon. Pomfret fell ill. He took the order to withdraw badly. The Flag Captain, Matthew Dash of the *Tenacious*, proved unable to handle the situation so Bolitho took the responsibility onto himself. Once at sea, the warships encountered a French fleet chasing the *Zenith* under Captain Stewart. The transports were well on their way to Gibraltar, so the warships prepared to engage the superior enemy. The *Zenith* fell into line. Captain Leach of

Name	Guns	Class	No.	Initial Position Bow	Dir. Nr.	Hull	Qual.	Crew Section			Guns		Carr.		Rigging				Depth (ft.)	Point Value
				Hex				1	2	3	L	R	L	R	1	2	3	4		

SCENARIO B-10 ON THIS DAY, 1790

Tempest	36	F	3	U13	1	6	Cr	2	2	1	2	2	1	1	5	5	5	5	NA	11
Narval	36	F	3	D23	2	7	*	2	2	2	2	2	-	-	5	5	5	5	NA	11

*Cr when boarding and Av when firing guns.

SCENARIO B-11 LIKE A FRIGATE!, 1793

Hyperion	74	SOL	2	Q20	2	14	Cr	4	4	4	8	8	2	2	7	7	7	-	NA	27
Harvester	32	F	3	FF12	2	5	Cr	2	1	1	2	2	1	1	5	5	5	5	NA	10
Snipe	18	S	5	VV10	2	3	Cr	1	1	1	1	1	1	1	4	4	4	4	NA	6
Erebus	Transport			EE9	2	3	Av	2	-	-	-	-	-	-	3	3	-	-	NA	12
Vanessa	Transport			AA11	2	3	Av	2	-	-	-	-	-	-	3	3	-	-	NA	12
Justice	Transport			T14	2	3	Av	2	-	-	-	-	-	-	3	3	-	-	NA	8
Saphir	80	SOL	2	D23	2	14	Av	5	5	4	10	10	1	1	7	7	7	-	NA	24
Superbe	36	F	3	GG28	2	8	Av	3	2	2	2	2	1	1	5	5	5	5	NA	13
Perle	36	F	3	DD28	2	8	Av	3	2	2	2	2	1	1	5	5	5	5	NA	13

SCENARIO B-12 THE FRENCH ARE OUT!, 1793

Zenith	74	SOL	2	T22	2	14	El	4	4	4	8	8	2	2	7	7	4	-	NA	27
Hyperion	74	SOL	2	O25	2	14	Cr	4	4	4	8	8	2	2	7	7	7	-	NA	27
Tenacious	90	SOL	1	L26	2	16	Cr	5	5	5	10	10	1	1	8	8	8	-	NA	30
Harvester	32	F	3	F6	2	5	Cr	2	1	1	2	2	1	1	5	5	5	5	NA	10
Admirable	74	SOL	2	EE13	5	14	Av	5	5	4	10	10	1	1	7	7	7	-	NA	24
Orifamme	100	SOL	1	HH11	5	18	Av	7	6	6	12	12	1	1	8	8	8	-	NA	30
Carnot	74	SOL	2	KK10	5	14	Av	5	5	4	10	10	1	1	7	7	7	-	NA	24
Ecclatant	74	SOL	2	NN6	5	14	Av	5	5	4	10	10	1	1	7	7	7	-	NA	24
St. Philippe	74	SOL	2	QQ7	5	14	Av	5	5	4	10	10	1	1	7	7	7	-	NA	24
Portefaix	74	SOL	2	TT5	5	14	Av	5	5	4	10	10	1	1	7	7	7	-	NA	24

SCENARIO B-13 ACTION THIS DAY, 1795

Hyperion	74	SOL	2	PP6	5	14	El	4	4	4	8	8	2	2	7	7	7	-	20	29
Abdiel	32	F	3	LL21	5	5	Cr	2	1	1	2	2	1	1	5	5	5	5	14	10
Telamon	60	SOL	2	AA35*	1	8	Av	3	3	2	4	4	-	-	6	6	6	-	18	12

*Enters on turn 20.

Emeraude	74	SOL	2	R5	3	14	Av	5	5	4	10	10	1	1	7	7	7	-	21	24
Ambitieux	74	SOL	2	M3	3	14	Av	5	5	4	10	10	1	1	7	7	7	-	21	24
Thetis	40	F	3	J14	4	10	Av	3	3	2	4	4	1	1	5	5	5	5	18	15

SCENARIO B-14 RETREAT, 1795

Indomitable	74	SOL	2	RR18	6	14	Cr	4	4	4	8	8	2	2	7	7	7	-	20	27
Telamon	60	SOL	2	TT19	6	8	Av	3	3	2	4	4	-	-	6	6	6	-	18	12
Hermes	74	SOL	2	VV20	6	14	Cr	4	4	4	8	8	2	2	7	7	7	-	20	27
Hyperion	74	SOL	2	XX21	6	14	El	4	4	4	8	8	2	2	7	7	7	-	20	29
Abdiel	32	F	3	FF19	1	5	Cr	2	1	1	2	2	1	1	5	5	5	5	14	10
Le Fortune	74	SOL	2	S16	4	14	Av	5	5	4	10	10	1	1	7	7	7	-	21	24
Emeraude	74	SOL	2	S19	4	14	Av	5	5	4	10	10	1	1	7	7	7	-	21	24
Maure	74	SOL	2	S22	4	14	Av	5	5	4	10	10	1	1	7	7	7	-	21	24
Favori	74	SOL	2	S25	4	14	Av	5	5	4	10	10	1	1	7	7	7	-	21	24

SCENARIO B-15 AFT, THE MOST HONOUR, 1795

Hyperion	74	SOL	2	X7	4	14	El	4	4	4	8	8	2	2	7	7	7	-	20	29
Telamon	60	SOL	2	AA33	1	8	Av	3	3	2	4	4	-	-	6	6	6	-	18	12
Le Fortune	74	SOL	2	GG24	5	14	Av	5	5	4	10	10	1	1	7	7	7	-	21	24

SCENARIO B-16 THE FINAL EMBRACE, 1795

Hyperion	74	SOL	2	GG20	6	14	El	4	4	4	8	8	2	2	7	7	7	-	20	29
Hermes	74	SOL	2	II21	6	14	Cr	4	4	4	8	8	2	2	7	7	7	-	20	27
Impulsive	64	SOL	2	KK20	6	11	El	4	3	3	6	6	1	1	7	7	7	-	19	22
Spartan	32	F	3	HH32	6	6	Cr	2	2	1	3	3	1	1	5	5	5	5	15	12
Dasher	16	S	5	KK34	6	3	Cr	1	1	1	1	1	1	1	4	4	4	4	8	6
Tornado	100	SOL	1	N16	2	18	Av	7	6	6	12	12	1	1	8	8	8	-	24	30
Cato	74	SOL	2	L17	2	14	Av	5	5	4	10	10	1	1	7	7	7	-	21	24
Emeraude	74	SOL	2	J18	2	14	Av	5	5	4	10	10	1	1	7	7	7	-	21	24
Ambitieux	74	SOL	2	H19	2	14	Av	5	5	4	10	10	1	1	7	7	7	-	21	24
Vainqueur	74	SOL	2	F20	2	14	Av	5	5	4	10	10	1	1	7	7	7	-	21	24
San Leandro	800Ton			A20	2	5	Av	4	-	-	2	2	-	-	4	4	-	-	16	20

the frigate *Harvester*, distinguished in the convoy battle, took his time before throwing his ship at giants and turned the tide. Pomfret and Stewart were killed in this furious encounter.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 4
Wind Velocity: 3—Normal Breeze
Wind Change: 6

III. SPECIAL RULES

1. No land hexes.
2. No anchoring allowed.
3. The *Zenith* already has some damage to rigging (mark off one-fourth of the rigging squares, rounding down); this may be repaired normally.

IV. VICTORY CONDITIONS

The British must defeat four French ships without losing any themselves for a draw (the result in the novel). If the British defeat at least five French ships and lose less, then it is a British victory—unless all British ships are lost.



Enemy In Sight!

SCENARIO B-13 ACTION THIS DAY

I. INTRODUCTION

Bolitho and the *Hyperion* were sent to the West Indies in March of 1795 with Commodore Mathias Pelham-Martin, a rather incompetent officer. The mission—to find some French ships that had escaped blockade. The French Vice-Admiral Lequiller hoped to stir up trouble for Holland and Spain, English allies at the moment, with their possessions in the Caribbean. Approaching the Dutch island of St. Kruis, Bolitho found it under attack. With only the frigate *Abdiel* for support, the rest of the squadron still on its way, Bolitho sailed to the attack. Though a well-manned ship, the *Hyperion* was no match for two mighty enemy ships. Only the timely arrival of the Dutch *Telamon* saved her.

II. PREVAILING WEATHER CONDITIONS

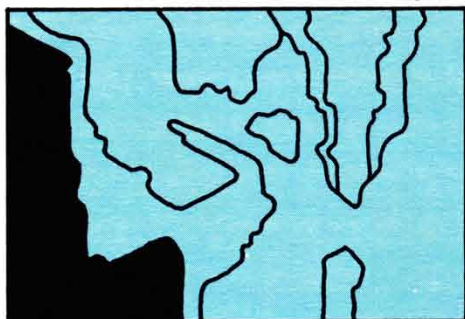
Wind Direction: 1
Wind Velocity: 2—Moderate Breeze
Wind Change: 6

III. SPECIAL RULES

1. Hexes that are darkened represent land.
2. Anchoring is permitted in any sea hex.
3. All ships are under battle sail except the *Telamon*, which may set sail optionally.
4. The *Telamon* enters on turn 20. If the *Hyperion* is still fighting, roll one die. On a roll of four thru six, the French will mistake the *Telamon* for British and disengage.

IV. VICTORY CONDITIONS

Bolitho must engage and hold out until the *Telamon* appears. If the French disengage, the scenario is a British victory. Otherwise, victory is determined normally.



SCENARIO B-14 RETREAT

I. INTRODUCTION

Three weeks later, the *Hyperion* was joined by the *Hermes* (Captain Fitzmaurice) and the *Indomitable* (Captain Winstanley). Word reached them that some of Lequiller's ships were in Las Mercedes, a port 200 miles west of Caracas, Venezuela. The British, with Captain Mulder and the *Telamon* in their wake, set sail. Pelham-Martin shifted his pennant to the *Indomitable*. He soon found four ships at anchor and attacked. When the moment was right, a concealed shore battery opened fire on the milling British with heated shot. The *Abdiel* and Captain Pring went under before any action could be taken. The *Indomitable* and the *Telamon* collided in the confusion. Pelham-Martin ordered retreat.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 2
Wind Velocity: 3—Normal Breeze
Wind Change: 6

III. SPECIAL RULES

1. Hexes that are darkened represent land.
2. Anchoring is permitted in any sea hex.
3. The French are anchored and secure by cables bow and aft. No ship may pass between them. Any attempt will result in running afoul—

a. It will take seven turns to release the cables if a French ship wants to move. Write CA in the notes column.

b. Springs may not be fixed nor can the ships turn in place until the cables are released.

c. To fire the right broadside, write R in the notes for four turns. The left may fire normally.

d. To use battle or full sail, write S in the notes for five turns.

e. Only one task may be performed each turn.

4. There is a shore battery in hex V8, facing direction 2. Use a 2600 class counter to represent the battery. The guns face to the right—

a. Battery Specifications: Guns—4, First Crew Section—4, Crew Quality—Av. No Hull, Coronade, or Rigging squares.

b. Subtract two from real range to determine HDT range. Add three to determine HT. Any rake or initial bonuses may be added.

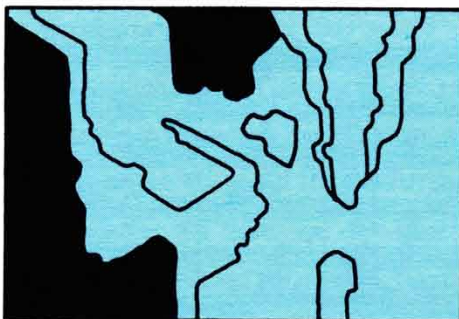
c. May use heated shot. Write HR in load column for two turns and it MUST be fired when loaded. It cannot be held. If two or more hull hits on a ship consult Critical Hit table 14H.

d. Ignore Reduced Field of Fire. All battery guns may fire at any target in range.

e. When firing at the battery, subtract one to determine HT. Hull and rigging hits have no effect. Ignore rakes and critical hits except 11H and 14H.

IV. VICTORY CONDITIONS

The French must destroy one ship and cripple another. A crippled ship has two rigging sections and half (round up) of its hull squares lost. British win if they destroy two French ships. If the French meet the victory conditions, the British will immediately disengage.



SCENARIO B-15 AFT, THE MOST HONOUR

I. INTRODUCTION

The *Indomitable* had been terribly damaged and Winstanley killed. She was sent to Antigua with the wounded from the other ships. Bolitho took some men ashore and attacked the battery from behind. Capturing it, he then turned heated shot on the French, and in a coordinated attack with the remaining squadron, destroyed two ships. He found his brother Hugh in the prison at Las Mercedes disguised as a master's mate. Bolitho had Hugh's son, Adam Pasco, on board as a midshipman. With his recalcitrant brother's help, he learned where some more French ships might be. Arriving at the Isles of Pascua, they found only a frigate and one major ship. The *Hermes* and the frigate *Spartan* under Captain Charles Farquhar sailed in to capture the frigate *Thetis*. But valiant *Telamon* sacrificed herself when the *Le Fortune* tried to escape and gave the *Hyperion* time to engage.

II. PREVAILING WEATHER CONDITIONS

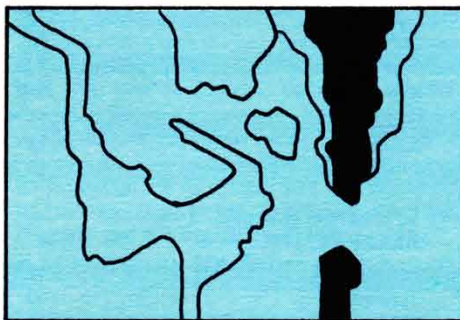
Wind Direction: 3
Wind Velocity: 3—Normal Breeze
Wind Change: 6

III. SPECIAL RULES

1. The gray shaded areas indicated are reef. No ship may enter without running aground and cannot be refloated.
2. Anchoring is permitted in any sea hex.

IV. VICTORY CONDITIONS

The *Le Fortune* must exit board edge 4 between hexes A35 and Y35 inclusive to win. Bolitho must prevent this and destroy the *Le Fortune*.



SCENARIO B-16 THE FINAL EMBRACE

I. INTRODUCTION

Captain Thomas Herrick joined the squadron in the *Impulsive*. With intelligence gained from the captured frigate, Bolitho determined that Lequiller was heading for the Bay of Biscay with a Spanish treasure ship. The commodore refused to move and Bolitho hauled down his broad pennant. With the squadron's support, he sailed across the Atlantic to a point off of Cape Ortegal, Spain. Even the little *Dasher* threw herself into the fray. Hugh died saving his son's life onboard *Hyperion*. Bolitho had given his country yet another magnificent victory.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 1
Wind Velocity: 2—Moderate Breeze
Wind Change: 5

III. SPECIAL RULES

1. No land hexes.
2. No anchoring allowed.
3. The *San Leandro* is a Spanish treasure ship. Use a merchantman counter.

Name	Guns	Class	No.	Initial Position	Dir. Nr.	Hull	Qual.	Crew Section			Guns L R	Carr. L R	Rigging				Depth (ft.)	Point Value
				Bow Hex				1	2	3			1	2	3	4		

SCENARIO B-17 SURVIVAL, 1797

Navarre	50	Merchantman	U16		6	6	*	2	2	1	20	**	-	-	4	4	1	NA	10
---------	----	-------------	-----	--	---	---	---	---	---	---	----	----	---	---	---	---	---	----	----

*The 3rd crew Section is Cr, the 1st & 2nd are Av.

**The Navarre has one gun square in the stern, has a gunboat field of fire, (p.29), has Cr crew.

Chebeck #1	-	G	6	HH30	6	2	*	1	1	-	1	bow	-	-	2	2	2	NA	4
Chebeck #2	-	G	6	KK28	6	2	*	1	1	-	1	bow	-	-	2	2	2	NA	4
Chebeck #3	-	G	6	NN25	6	2	*	1	1	-	1	bow	-	-	2	2	2	NA	4
Chebeck #4	-	G	6	OO22	6	2	*	1	1	-	1	bow	-	-	2	2	2	NA	4
Chebeck #5	-	G	6	PP18	6	2	*	1	1	-	1	bow	-	-	2	2	2	NA	4

*Cr when boarding and Av when firing guns.

SCENARIO B-18 A SHIP OF WAR, 1797

Euryalus	100	SOL	1	PP6	5	18	El	6	6	5	12	12	2	2	8	8	8	NA	35
Impulsive	64	SOL	2	RR5	5	11	El	4	3	3	6	6	1	1	7	7	7	NA	22
Zeus	74	SOL	2	SS11	5	14	Cr	4	4	4	8	8	2	2	7	7	7	NA	27
Valorous	74	SOL	2	UU10	5	14	Cr	4	4	4	8	8	2	2	7	7	7	NA	27
Tanais	74	SOL	2	WW9	5	14	Cr	4	4	4	8	8	2	2	7	7	7	NA	27
Le Glorieux	100	SOL	1	T10	3	18	Av	7	6	6	12	12	1	1	8	8	8	NA	30
Les Jacquerie	74	SOL	2	R9	3	14	Av	5	5	4	10	10	1	1	7	7	7	NA	24
Apollon	74	SOL	2	P8	3	14	Av	5	5	4	10	10	1	1	7	7	7	NA	24
Fourdroyant	74	SOL	2	N7	3	14	Av	5	5	4	10	10	1	1	7	7	7	NA	24
Santa Catalina	74	*SOL	2	L6	3	13	Gr	4	4	4	8	8	-	-	7	7	7	NA	18
Girona	74	*SOL	2	J5	3	13	Gr	4	4	4	8	8	-	-	7	7	7	NA	18
Entreprenant	74	SOL	2	H4	3	14	Av	5	5	4	10	10	1	1	7	7	7	NA	24
Marche	74	SOL	2	F3	3	14	Av	5	5	4	10	10	1	1	7	7	7	NA	24
Nantes	74	SOL	2	D2	3	14	Av	5	5	4	10	10	1	1	7	7	7	NA	24
Boudeuse	74	SOL	2	B1	3	14	Av	5	5	4	10	10	1	1	7	7	7	NA	24

*The Santa Catalina and the Girona are Spanish ships.

IV. VICTORY CONDITIONS

The British must defeat the *Tornado*, the *San Leandro*, and two other ships to win. The French must defeat two British SOLs and prevent the loss of the *San Leandro*. Any other result is a draw.



The Flag Captain SCENARIO B-17 SURVIVAL

I. INTRODUCTION

By 1797, Bolitho was once again in the Mediterranean—this time as Flag Captain in the *Euryalus* under Vice-Admiral Sir Lucius Broughton. The *Euryalus* was Lequiller's flagship that Bolitho had captured, the former *Tornado*. The Spanish were now French allies. The French build of the *Euryalus*, therefore, allowed her to draw close to a Spanish ship, the *Navarre*, a heavily armed merchantman. The *Navarre* tried to escape and received the full weight of the 100's fury. Bolitho went over with the prize crew to repair the damage just as a storm was brewing. The two ships were separated during the storm. A French spy, with the aid of some released prisoners, managed to retake the ship. However, at that critical moment, five ships were sighted. Corsairs! Against them, the enemies became allies. The corsairs were beaten off.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 1
Wind Velocity: 1—Light Breeze
Wind Change: 6

III. SPECIAL RULES

1. No land hexes.
2. No anchoring allowed.
3. The Chebecks are rowed vessels. Use the gunboat rules of page 29 of the *WS&IM* rulebook.

4. The *Navarre* has one gun square in the stern which Bolitho hastily rigged. It has a gunboat field of fire and is manned by a Cr crew.

5. Part of the *Navarre*'s crew is British. This represented by the third crew section being designated Cr, and all others being Av.

6. To really appreciate this scenario, it should be played under light breeze. The *Navarre* may be considered a class two for this purpose.

IV. VICTORY CONDITIONS

Bolitho must destroy three Chebecks.

SCENARIO B-18 A SHIP OF WAR

I. INTRODUCTION

Sir Lucius' squadron consisted of the *Euryalus*, the *Tanais*, the *Valorous*, the *Zeus*, and the *Impulsive* (under Captains Bolitho, Falcon, Furneaux, Rattray, and Herrick respectively). They easily captured the fortified port of Djafou in North Africa. But after discovering treachery in high places and that the port was to be used as a slave market, they abandoned Djafou. Intercepted by a French and Spanish fleet, under Vice-Admiral Duplay in the *Le Glorieux* (sistership of the *Tornado*), the small squadron could not avoid battle. Sir Lucius had no idea how to fight such odds. Bolitho suggested a plan. He split the squadron into two odd formations. After the victorious battle, Sir Lucius was sent to New South Wales and Bolitho was made Commodore with Herrick as his Flag Captain.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 4
Wind Velocity: 3—Normal Breeze
Wind Change: 6

III. SPECIAL RULES

1. No land hexes.
2. No anchoring allowed.

IV. VICTORY CONDITIONS

The British must defeat four enemy ships without losing more than one ship. The French must defeat two or more enemy ships without losing three ships. Any other result short of annihilation of the enemy is a bloody draw.

The Flag Years

Bolitho returned to the Mediterranean as a commodore with four ships. He played some part in the events leading to the climactic Battle of The Nile. Farquhar was killed under Bolitho's pennant off of the island of Corfu. (See *Signal—Close Action!*) He was promoted to Rear-Admiral in 1800 and participated in the Battle of Copenhagen. (See *The Inshore Squadron*.) At this point in time, this is all that has been revealed of Richard Bolitho's exciting and sterling career. I have not included scenarios from the last two novels for Bolitho's career is not yet over (and the end of *The Flag Captain* with its two-to-one battle was an excellent finishing point). Perhaps, once this talented author has provided us with more of the fine series, another article can pick up at this point.

I wish to thank Alexander Kent, which is Douglas Reeman's pen name, for his permission and cooperation, and for allowing me to name many of the French ships.

A Chronological List of the Richard Bolitho's Career:

Stand Into Danger, 1983
In Gallant Company, 1983
Sloop of War, 1979
To Glory We Steer, 1983
Command A King's Ship, 1983
Passage to Mutiny, 1983
Form Line of Battle!, 1983
Enemy In Sight!, 1982
The Flag Captain, 1982
Signal—Close Action!, 1983
The Inshore Squadron, 1982

Information on the above may be obtained from Jove Publications, Inc. (200 Madison Avenue, New York, NY 10016). Date indicates latest printing.



Elric

For millenia, the eldritch race of Melnibone has dominated and ruled the world. Since first the Gods forced them into the world, they have wielded dominion with their bloody might and mystic power.

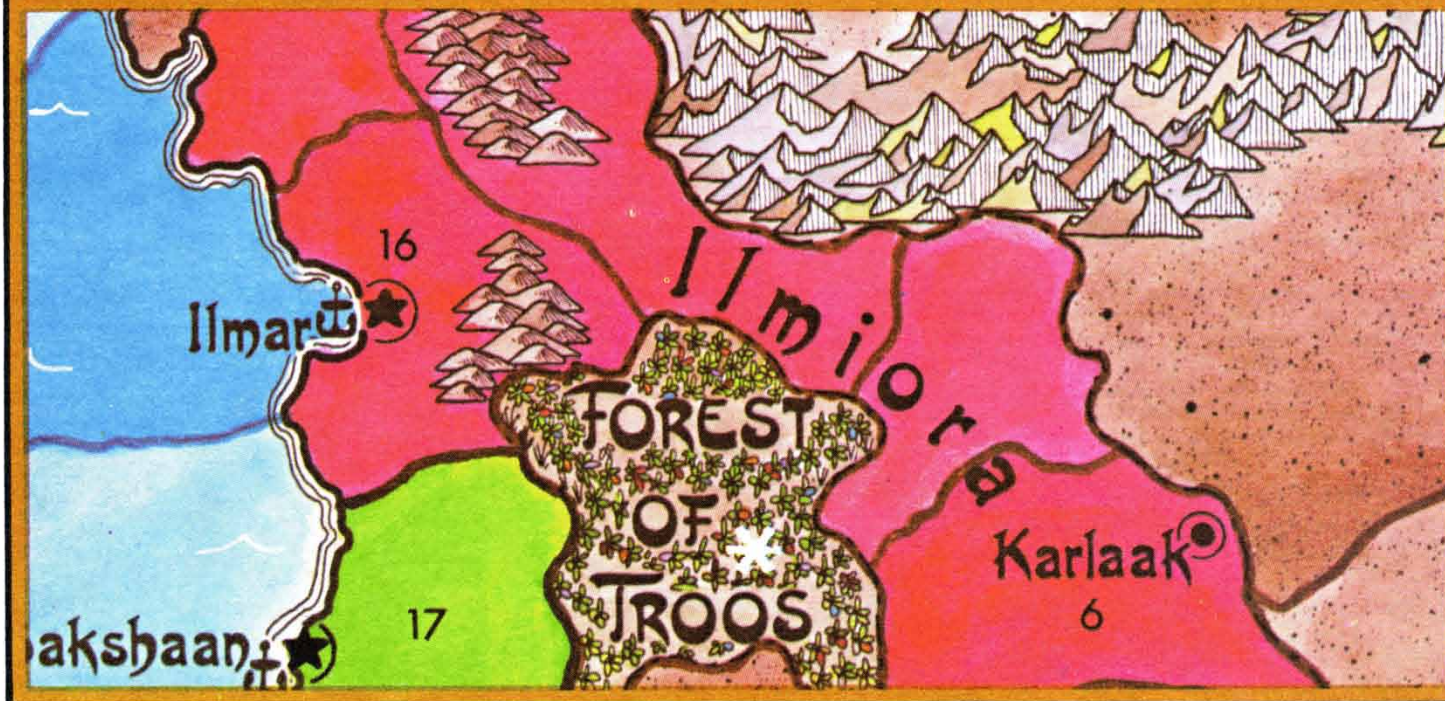
Now, with the inexorable passage of time, Melnibone's grasp is the soft touch of the forgetful elder. Now is the time for the Young Kingdoms. In the dotage of Melnibone, they must rise and assert their dominance over the realms of creation. With vigor and skill, they must bring fire and sword to the fabled halls of Melnibone, sleeping behind the five-portalled Dragon Gate that is their sanctuary.

But this arcane gate is not faced lightly. Only Elric, King and Prince of Melnibone, fated Kinslayer and wielder of the dark blade Storm-bringer can solve its mystery. To assure victory, Melnibone must fall. To take Melnibone, the unpredictable powers of Elric, Prince of the Royal Line of Melnibone, must be dared.

Elric is a fascinating challenge for one to four players. Each Player commands one or more Young Kingdoms in a desperate struggle to assert their mastery over the world of Elric. Each must search for the bloody ring of victory through war and through facing the mystic challenges of this hoaryland. In all-out conflict, they must carefully maintain the Balance or they will precipitate the end of all existence through the actions that they alone control.

The Throne of Dominion stands vacant. You are challenged, nay dared, to march forth, face eternity and conquer all that stands before you. To the victor falls rightful claim to the powers and dominion of Melnibone, to the vanguished, only foul slavery and death can be expected.

Elric is available now for \$16.00 from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214. Please add 10% for shipping and handling (20% for Canadian orders, 30% for overseas). Maryland residents please add 5% state sales tax.



Dear Mr. Martin:

It is with much regret that I write this letter. My interest in Avalon Hill wargames goes back nine years, but for the past three I have experienced a growing dissatisfaction with AH. I feel the company has become too large and diversified to care about what *people* think.

In the past few years it seems to me that AH has merely been buying games from financially troubled competitors, then redoing them and re-releasing them. Also, the fantasy games, sports games, financial and (now) role-playing games (!!) seem to get most of the designers' attention. As for the computer game line, many folk (myself included) either cannot afford or are not interested in computers and the attendant equipment. And I've heard that computer gaming is only a shadow of board gaming anyway. My final complaint stems from the assigning of valuable designers' time to updating or redoing older games (and some not so old), such as *SQUAD LEADER*. While this has been one of my favorite games for some time, I cannot remember all the rules changes made since the game's inception; what's the point?

With all this, I am amazed that your talented designers have time to ever work on new games. More new games over the past three years would have been more to my liking than what AH has instead done.

The quality of your games and magazine has always been first rate, and I hope it will continue that way in the coming years—for the remainder of your customers. Thank you for the brief years of pleasure you brought me.

Mark Werlane
Smithfield, Illinois

These same trite complaints have been voiced so often in the past that it seems indecent to respond with the same old responses . . . but I couldn't resist. Many persist in viewing the design/development section here as monolithic; if a fantasy game, say, is released by Avalon Hill, too many wargame fans leap to the conclusion that a topic dearer to their heart (war) has been slighted. Actually, the development and production of the fantasy title has only nominally impinged on current/future wargame projects. As in any major corporation, Avalon Hill design/development staff members tend to be specialists (with some cross-over, I'll grant, on topics that may engage their fancy). The names the readership will be most familiar with (Greenwood, Hamblen, Shelley, Uhl and now Taylor and McNamara) concentrate on historical design. While talented gentlemen, with divergent personal interests and tastes, their prime concern is with wargames. Others, whose names the readership rarely stumbles across, are the driving force behind AH's other aspects in the gaming world—Richard Snider (and now William Peschel) for the fantasy and role-playing games; Joe Balkoski (now Tom Shaw) for the sports titles; an entire separate group of innovative programmers for the Microcomputer Division products. To argue that Avalon Hill should turn these professionals (or replace them with "wargame" designers as some have) to producing wargames is to take a stance as ignorant as it is narrow.

As for the "updating" of published AH titles taking "valuable designer's time," why I guess it does. However, I would view few functions of the design/development staff as being more crucial. Rather than merely spew out designs for publication with never a further thought or development as so many of our "financially troubled competitors" did, Avalon Hill can take pride in the fact that their developers have the integrity and ability to revise and revitalize popular titles. I've yet to see a perfect first edition design; we've the luxury of being able to periodically bring our elder titles into line with "state-of-the-art" innovations and graphic techniques. Many players would agree, I'm sure, that the time spent on the SL gamettes, the revisions that led to BULGE '81, or Richard Hamblen's current effort on MAGIC REALM, is hardly "wasted".

★★★★★

To The Editor:

The other day I read an article about the rise in popularity of adventure games and how "horrible" it was that adults are turning war into a "game" just for amusement. It stated that these games were glorifying and idealizing military combat and warfare itself. It described wargames as practicing a "sick" hobby. I think it's about time someone set the many people outside the hobby straight on many of these points.

I'm a pacifist when it comes to international politics. I would no more support our country's

intervention in a military conflict than would any normally rational person. The facts are that military conflicts have taken place often in history. Wargames recreate these events and give people knowledge and a concept of these events in order to better understand them.

The last thing that many wargames do is glorify military conflicts and warfare itself. In reality, many of these games show the dark side of these historical events. *DIPLOMACY* shows the lies, treachery and dishonesty of war. *KING-MAKER* displays the corruption of even family members when striving for power. *FURY IN THE WEST* demonstrates that desertion, cowardice and lack of morale are part of war—as well as heroism. *SAMURAI*, *MACHIAVELLI* and *STRUGGLE OF NATIONS* show that what is fought for in the name of honor or religious devotion has at its roots pride, greed and jealousy. Which European nation is complimented in *CONQUISTADOR*?

Yes, wargames are fun. Yes, they are competitive. They are all excellent battle of wits and a great form of social interaction. I have yet though to see a pair of gamers start a fistfight because one side is prevailing over the other. I wish I could say the same for hockey, football, baseball and other spectator sports. Even a backstabbed *DIPLOMACY* player realizes that it's only a game. Not so the Philadelphia Flyers fan.

I agree that some subjects of war should be avoided and that many companies have delivered some products of questionable taste. (And I agree with Mr. Tietelbaum's distaste for the *UP FRONT* cover.) These have, in fairness, been in the minority. Wargames are not warmongers. I don't believe this hobby encourages militarism any more than Chess, Bridge, Go or any other competitive game of strategy. We should be much more concerned with preventing real conflicts today than those of the past on cardboard.

Mark T. Paul
Dover, New Hampshire

Mr. Paul adequately deals with the "militaristic" argument that has often been voiced concerning our hobby by well-meaning non-players in the past. I never had much sympathy with the public views of such, seeing their premises as erroneous and their arguments as illogical. Of more concern to me are the views expressed by Mr. Williams below. Read on.

★★★★★

Dear Sirs:

Recently I had the pleasure of spending several days with a friend of mine—an avid wargamer. I have always overlooked this facet of his personality, regarding it an aberration in an otherwise intelligent, clever and outgoing man. During my stay, I (for want of anything else to do during several idle hours) spent some time reading through a number of professional wargame magazines. A sort of sick fascination gripped me, akin to that of watching some of the slash-and-gore films proliferating these days (I wonder if any of the wargame companies have yet managed to sink low enough to turn such movie situations into games; I sadly suspect so). When I reread with reality, I decided to write to one of these. Yours being the most colorful and eye-pleasing, and being devoted more to the play of the games (as opposed to the hobby gossip, reviews and historical trivia that inundates the others), the choice was clear-cut.

I am truly curious as to what seemingly motivates and promotes the players of such a "destructive" activity as playing at war. Are they all able to delude themselves with the idea that playing at war, on any level and no matter how abstract, is "fun", "social" or "informative"? If not, then I cannot understand how intelligent and usually pleasant adults can engage in such a pastime (of course, there are intelligent and pleasant folk in virtually every terrorist organization, covert government agency and totalitarian state police). Do they really realize the subtle attitude they are fostering in themselves and their compatriots? The obvious message in all of your "Adventure Games" is that violence is the answer to difficulties and misunderstanding, whether on a personal level or a national level. When was the last time you who play these games saw someone in a game of *DIPLOMACY* state that he was happy with the situation and strive to avoid conflict, lies and deceit, when he was short of the victory conditions. When did any player of *GUNSLINGER* attempt to talk his way out of the

flashpoint situation—as any reasonable man would, and so few Westerners did; why must they "go for their guns"? Obvious inference—it is the only manner to settle differences of opinion. Or, how about the rather cavalier attitude toward neutral states that pervades all strategic games; the articles on *THIRD REICH* and *GUNS OF AUGUST* seem to foster the unthinking trampling of small neutral nations as a matter of course in reaching a better position from which to fight the other players. Why should someone who has accepted this tenet in your games be concerned with American bombing in Cambodia or Russian invasion of Afghanistan? After all, it's only an elaborate game, is it not? (Of course, it will be a game after you folk are done, replete with the optional rule for dropping napalm on the natives or bringing in commissars to "educate" the Afghani children in their new schools.)

I am really trying to understand. I simply cannot conceive of making pain, terror, confusion, tragedy, widespread death and destruction, the narrow philosophy of violence in response to violence, a subject of a few hours of "enjoyment". Surely our society has enough of this in the media without your company (who seems the best of a bad lot) glorifying it further and making it, no matter how superficially, acceptable in our minds. More so than for adults, I fear the impact that all this must have on the minds of the intelligent ten- and twelve-year olds who will play your games. Could you not, occasionally, inform them or give them an option of not settling conflict by violence? What diplomatic game on the market truly deals with international diplomacy, and not some perverted view of it as lies and untruths and the "stab in the back"? What wargame has the possibility of a true built in, without its being used just to increase the strength of the players so they may once again hurl themselves on each other? Where are the many noble, if at times ineffective, humanitarian organizations in your games (when was the last time you had a Red Cross counter in a game)? And, in too many games, we find the police or peacemakers the "enemy" of the peace.

I would imagine that there will be howls of outrage from your readership at my questions, and that I will be buried in a sea of rhetoric. But I truly cannot understand. I am equally sure that this letter will have little impact on your readers, most of whom will blithely continue on unthinking that there is another path to conflict resolution. That too I truly cannot understand.

Martin Williams
Santa Fe, New Mexico

*I'll try to avoid the "rhetoric" as much as possible, but it seems to me that a few points have been glossed over in Mr. Williams' letter. For I still firmly believe that the play of historical games is social and educational interaction between serious, intelligent gamers (indeed, Mr. Williams' friend sounds like an archetype for my ideal wargaming opponent) at its best. It is generally accepted by most that "war", though deplored by any thinking being, is ubiquitous to human history—hence the number of designs based on violence. I cannot imagine that any argument can be predicated on the assumption that the study of violence leads one to favor it, however. Carrying this to its logic end, we would look askance at every historian, sociologist and psychologist. And certainly there have been some products in poor taste published but the marketplace usually weeds these out rather quickly—another indication that most buyers are not a "violent" element. As for the "enjoyment", I unashamedly admit that I savor the intellectual challenge of wargaming. I enjoy, as most gamers do, a well-crafted design in the same manner as I do a well-produced theatrical production; the engagement of my emotions and intellect is present in both—with the added facet of my active participation in the former. No more than sitting through multiple performances of "A Fistful of Dollars" implies acceptance or admiration of the ambitions/actions of the major characters does my playing *GUNSLINGER* incline me toward a proclivity to resort to violence when faced with such. Indeed, more than once have excellent players of this game in tournament competition "won" by running away and not being embroiled in random gunfire. To take *DIPLOMACY* as another example, a player who has a tendency for untoward lies and deceit quickly finds that the rational players band together—and survive. More than one game have I sat in where the more astute players form a cabal*

to eliminate those with a "mad dog" reputation; not much "enjoyment" there for such a player, I can assure you. The best players of *DIPLOMACY* display the most admirable diplomatic skills—cooperation, compromise and logic. The unthinkingly ruthless rarely play wargames. Of course, many folk do not care for the play of our games. However, I tend to overlook this "aberration" in my otherwise intelligent, clever and outgoing friends.

A number of designers here wanted to respond to Mr. Williams' letter—which was a topic of some conversation at AH—but Richard Hamblen turned his insightful glare on it. Richard's comments serve to reveal another aspect of the discussion:

Mr. Williams is apparently a bit young and inexperienced; in his view all wargames must be either poltroons, sadists or ignoramuses (and a wargame "designer" some sort of unspeakable monster). The very extremism of this view should have alerted him that he was missing some crucial fact(s). However, if he doesn't ask, he'll never learn, so here is our reply to the points he raises:

*In order to first provide an answer, it is first necessary to strip away Mr. Williams' rhetoric and define exactly what his question is (which is ironic because he dismisses our possible replies as a "sea of rhetoric"). For example, he describes us as "playing at war", a idiom with a variety of meanings; the way we play at war is hardly "destructive" of anything. When I learn some history from a game and have fun playing it against an opponent, Mr. Williams flatly asserts that the history, the fun and even the opponent are all "delusions" (my opponents are particularly upset about this). Then Mr. Williams makes an arbitrary parallel between wargames and terrorists, spies and the Gestapo (or KGB) on the basis that all of these groups include "intelligent and pleasant" people! Finally, and most terrifying of all, Mr. Williams infers that wargamers live their lives the same way they play their games; presumably all *GUNSLINGER* players are out shooting up the streets, and one shudders to think what the *THIRD REICH* fans are up to!!*

Like many non-wargamers, Mr. Williams confuses interest in an event with approval of that event. Manifestly, a player need not approve of patricide or incest to appreciate a performance of Oedipus Rex; so why must a wargamer approve of war? Wargamers are very aware of the difference between two people playing a game and two people fighting a war; a game is just a game, after all. Even the gamers who go furthest in identifying the war with the game break up the concept of war, detaching the horrors in order to concentrate on the factors that physically determined the outcome.

When Mr. Williams' letter is shorn of its rhetoric and misconceptions, he is actually asking how it is possible to detach oneself emotionally from the horrors of war, and whether this detachment is a good thing or a bad thing. The detachment is possible, of course, because well-informed citizens have already developed it; they must be detached in order to read any history—or for that matter, to read the morning paper each day. Even gamers who care deeply about the moral and human issues can turn these concerns off during a game, partly because they are aware they are "studying" war, not fighting it, and partly because their concern is primarily cerebral and abstract. However, this detachment can vary greatly from gamer to gamer, depending on the subject. Some gamers can play a game on virtually any subject, not because they are callous but because any game is still a game to them. Other gamers, including myself, are so emotionally committed on certain issues that when those issues appear in a game we choose not to play that game rather than detach our commitment temporarily. Obviously, this whole question is filled with shades of grey, and it has been a hot topic of conversation among gamers since at least the late fifties. Over the years some callous and cruel games have indeed been published (that's what you get when you have freedom of the press, thank heavens), but it is a worthy comment on the wargaming public that such games have always failed commercially.

The last question is whether wargames, and the detachment they require foster a callous ignorance about the horrors of war. The answer must be of course NO. The truth is that wargames create a frame of reference that makes war more comprehensible and clarifies all of its aspects, including its horrors. This clearer understanding then encourages more historical reading. Wargamers are of necessity literate and intelligent (they have to be just to read the rules and then play the games), and they are quite capable of thinking about the complexities of war without insisting that every reference to war be a polemic about its atrocities.

BULL RUN

4.84 If Confederate units are unfrozen due to Union approach to a frozen leader (as per 4.82), must *all* Confederate units be revealed before other Union movement is completed?

A. No, *only* pieces approached within four hexes by enemy units need be revealed until the Union player has completed movement.

5.6 Must a unit start its turn on a road hex to utilize the road rate?

A. No.

5.63 Are unlimbered artillery prohibited from utilizing the road rate also?

A. No.

9.7 If both the attacking artillery and its target are in woods, is the attack strength quartered?

A. No, only halved.

11.6 If the infantry unit removing the abatis is bombarded, does this prevent removal if the effect of this bombardment is not adverse?

A. No, the bombardment must displace or remove the infantry unit to halt removal.

12.5 Must a leader have a rout of retreat (i.e., free of enemy units and their ZOCs) to utilize the "LB2" entry if it is rolled?

A. Yes.

12.5 Should the enemy unit which causes the loss of all units stacked with a leader be eliminated (as in an exchange), must the leader still check for elimination?

THE QUESTION BOX

A. Yes.

14.31 May brigade leaders that are currently *part* of a formed brigade rally units?

A. Yes.

Order of Battle Cards There appear to be a couple of errors on these cards; the reference to Farm Ford under Abatis should read Y8 instead of "Y18" and Union reinforcements arrive at 4:00 PM, not "4:00 AM".

STRUGGLE OF NATIONS

Q. The definition of a "round" of Pitched Battle in the Glossary conflicts directly with the answer given in the Question/Answer section. To repeat the question, "Does one round of Pitched battle consist of a single combat resolution?"

A. It does. Add a note to the answer specifying that the definition of "round" used in the Glossary is incorrect.

Q. The Allied Morale Track, as it stands, has no "+2" box. Should one be added?

A. No. The French win the game when Allied Morale goes to +2 and the wording of the "Morale Victory" should be changed.

Q. Although the rule placed under "Stacking" says that "There is no stacking limit", and although the answer to the question on stacking confirms that the "maximum force size" applies only to movement, the rules under "Overstacking Penalty" speak of units from over-stacked packages being displaced "at the beginning of any combat phase". That implies that there is, in fact, a limit of some sort on the strength of a stack of units occupying a single pair of hexes. Thus, a two-fold question: 1) Is there in fact an inherent limit on the number of SPs that can occupy a pair of hexes; if so, what is it? 2) Is there, further, a limit on the number of SPs that can participate in an attack from a pair of hexes?

A. Since a force of over 68000 could not be consolidated in the ensuing friendly Movement Phase, it would be considered over-stacked and therefore subject to displacement. The answer to both questions is 68000.

Q. If a force involved in a combat situation is not facing the enemy force it will fight, can the player who owns that force choose Pitched battle, since "Attacking Forward" states that "a force may attack a hex not to its front only when forced to do so?" (Emphasis added.)

A. No.

Q. I am still not certain that I understand how to apply rules regarding ZOCs to Citadels and Fortified Towns. The answer to the question on the subject on Page 45 only confused the issue more. Specifically, do enemy ZOCs extend into Citadels?

A. Yes, but forces in siege situations are not required to attack.

Q. Does a force in a besieged Citadel exercise a ZOC in the hexes surrounding the Citadel?

A. No. Note that the last sentence in the answer to the question on the subject on Page 45 is misleading since according to "Effect on Combat" on Page 34, units in Fortified Towns—unlike units in Citadels—are *not* obliged to attack adjoining enemy units either (although they can be attacked themselves).

Q. Is there any limit to the number of SPs in a force that occupies *one* (but not both) of the two hexes that make up a fortress?

A. No.

Q. Is the hex actually covered by a Citadel or Fortified Town marker considered "Affecting Terrain" if a force that occupies that hex but does *not* occupy the "bridgehead hex" is attacked?

A. Yes.

Q. Is the "bridgehead hex" of a Citadel or Fortified Town considered "Affecting Terrain" if a unit occupying that hex but not the other hex of the Fortress is attacked?

A. No.

BULL RUN

Operational Level Game of the Civil War's First Campaign.

\$16.00

BULL RUN, despite outstanding ratings across the spectrum of our survey, unfortunately did not garner enough responses to warrant insertion on the ongoing Wargame RBG. Certainly, however, the ratings of the 44 who did respond indicate that many traditional players may be missing the best new title from Avalon Hill in some time.

In terms of "Overall Value", *BULL RUN* would rank eleventh on the list. As is to be expected, it is well below the average ratings (as discussed in the AH Philosophy of Vol. 20, No. 1) in all other categories except that for "Counters". In a return of old-fashioned quality, the component ratings—those for the "Map", "Counters" and "Player's Aids"—are notable. And, in a return to old-fashioned challenge, Richard Hamblen has revived the classic "battle of wits over the battlefield". "Playability", "Excitement Level", "Play Balance" are the defining qualities of any good game. In *BULL RUN* strong emphasis was laid on all three by the designer and his playtesters; this fact shows strongly in the ratings for these categories on our survey. Richard's ability to explain these succinctly and comprehensively is indicated by the responses to "Complexity" and "Completeness of Rules".

Overall Value: 2.70

Components: 3.01

Map: 3.09

Counters: 3.15

Player's Aids: 2.63

Complexity: 3.90

Completeness of Rules: 3.21

Playability: 2.80

Excitement Level: 2.65

Play Balance: 2.85

Authenticity: 2.44

Game Length

Shortest: 3 hrs., 15 mins.

Longest: 5 hrs. 36 mins.

Year: 1983

Sample Base: 44

The following Avalon Hill games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten minutes (thus, a rating of "18" equates to three hours).

WARGAME RBG

Title	Overall Value	Components	Complexity	Completeness of Rules	Playability	Authenticity	Game Length Shortest	Game Length Longest	Year	Sample Base
1. GI	2.02	1.93	10	3.01	3.38	1.88	12.84	35.33	1982	264
2. COI	2.06	1.95	9	3.29	3.13	1.99	11.61	29.27	1978	532
3. 3R	2.21	2.67	10	3.81	3.40	2.73	25.94	69.24	1981	273
4. COD	2.23	1.97	10	3.12	3.08	1.85	12.15	30.20	1980	224
5. TRC	2.29	2.53	4	2.52	2.12	3.11	17.44	37.74	1976	540
6. SL	2.31	2.09	8	3.48	2.87	2.45	10.17	27.90	1977	680
7. WS&IM	2.53	3.04	6	2.93	2.67	2.39	7.01	34.90	1975	464
8. W&P	2.61	2.76	5	3.46	2.93	3.04	13.04	57.19	1980	374
9. BB'81	2.67	2.46	4	2.53	2.94	2.91	19.62	35.09	1981	277
10. TLD	2.68	1.95	8	3.72	3.54	2.04	24.44	170.68	1980	119
11. VITP	2.72	2.86	2	2.89	2.22	4.52	16.96	22.36	1977	420
12. CAE	2.85	3.01	4	2.32	2.89	2.52	25.14	32.57	1976	252
13. SON	2.92	3.03	10	3.72	4.09	1.92	29.50	81.78	1981	123
14. SOA	2.97	2.79	3	2.73	2.41	3.88	18.22	22.57	1981	232
15. FE	3.00	2.72	7	3.21	3.21	3.00	21.17	49.05	1980	345
16. FRED	3.00	3.41	4	2.93	2.58	2.75	12.25	24.67	1983	58
17. SUB	3.08	2.64	8	3.13	3.08	2.74	9.41	26.15	1978	281
18. MD	3.13	3.51	3	2.80	2.21	3.44	14.75	20.74	1964	395
19. AZ	3.17	2.72	7	3.18	3.86	2.68	18.63	63.40	1978	292
20. PL	3.19	2.94	7	3.31	3.13	3.50	9.49	25.80	1974	479
21. 1776	3.21	2.97	7	3.09	3.03	3.10	10.16	45.09	1974	373
22. FT	3.23	3.12	10	3.22	3.67	3.16	24.51	57.39	1981	196
23. PB	3.35	3.08	6	3.73	2.90	3.94	10.35	23.07	1970	448
24. BIS	3.45	2.96	6	3.43	3.25	3.06	12.41	26.35	1979	248
25. AAO	3.52	2.95	5	3.02	3.26	3.07	15.52	26.53	1978	239
26. FITW	3.53	3.14	4	3.17	2.94	3.72	16.14	30.01	1981	100
27. CL	3.54	3.35	5	3.15	3.33	3.79	12.53	25.53	1975	136
28. DL	3.61	4.02	7	3.85	3.22	3.29	6.66	19.94	1981	120
29. GOA	3.66	3.37	5	3.67	3.79	2.98	18.68	60.06	1981	297
30. WAS	3.71	3.67	1	2.48	2.37	5.98	9.09	12.71	1976	396
31. GE	3.72	3.12	6	4.64	4.41	2.84	13.25	57.13	1977	248
32. AF	3.74	4.16	7	3.98	3.34	3.35	5.61	16.02	1980	192
33. AIW	3.74	3.05	8	2.92	3.52	3.06	8.69	25.36	1977	308
34. LRT	3.75	3.60	4	3.53	3.39	2.96	13.04	17.00	1982	56
35. TR	3.80	3.76	3	3.33	3.60	3.70	9.51	25.79	1980	72
36. WAT	3.83	4.17	2	2.95	2.64	5.00	17.08	23.13	1962	296
37. NP	3.87	3.29	3	3.27	2.56	4.89	9.69	14.40	1978	159
38. AK	3.92	4.38	2	3.30	2.48	5.09	14.49	19.13	1964	492
39. AL	4.03	4.05	5	3.69	3.18	3.57	12.34	17.93	1974	217
40. TB	4.06	3.53	7	3.48	4.47	2.50	11.28	32.50	1975	304
41. RW	4.14	3.14	5	3.32	2.91	3.98	4.22	21.15	1973	311
42. JU	4.17	3.20	6	3.61	3.83	3.22	16.01	36.66	1974	193
43. PAA	4.17	4.24	5	3.79	3.99	3.70	15.51	25.24	1981	144
44. DD	4.22	4.07	2	3.04	2.88	4.64	17.54	26.25	1977	367
45. CH	4.39	3.80	4	3.35	3.52	4.67	14.76	24.96	1961	140
46. STAL	4.39	4.29	2	2.88	2.75	5.83	20.57	28.85	1963	320
47. LW	4.45	3.75	5	3.77	3.79	4.79	13.36	34.14	1971	372
48. FR	4.79	3.49	4	3.47	3.75	4.06	16.27	26.95	1972	244
49. BL	4.73	4.16	7	3.65	3.77	5.27	20.43	41.44	1965	336
50. TAC	5.62	5.25	1	2.79	3.23	6.34	11.70	19.29	1961	285

COMING UP
NEXT TIMEB-17
Queen of the Skies

A less than enthusiastic accolade by the readership for our look at the Eighteenth Century in Vol. 20, No. 3, if the overall rating (3.68) is to be taken as an indication. However, a number of articles were of considerable interest, many rating very well. While Mr. Sperdakos' and Mr. Blumberg's pieces on the featured *FREDERICK THE GREAT* dominate the polling, fine articles on *PANZERBLITZ* and *1776* were noticeably favored over those on our newer titles *CONQUISTADOR* and *DOWN WITH THE KING*. The complete ratings for the articles of Vol. 20, No. 3:

CRAFT OF THE SOLDIER-KING	276
THE SILESIAN WARS	253
SUPPLEMENT TO COMMANDER'S NOTEBOOK	148
MONTICLAIM AND WOLFE	132
DIPLOMACY AND GRAND STRATEGY	107
THE RATINGS GAME	67
THE COMPLEAT DIPLOMAT	56
PLUNDER IN THE WEST	52
AH PHILOSOPHY	45
NEW OPTIONS FOR MISCREANTS	33
GENTLEMAN'S GUIDE TO FANDONIA	20
FOR GOD AND THE KING	11

As the old chestnut goes, "Well, We've some bad news and some good news for you." First, the bad news—Richard Hamblen, long a stable and brilliant fixture of the Avalon Hill design staff, has resigned for reasons of health. Richard will be relocating to his home state of Maine to seek relief from a chronic condition he suffers. However, he has agreed to continue to labor, on a free-lance basis, for AH. Thus, the readers can still expect to see many meticulous and challenging games from this doyen of the design staff. All here wish to thank Richard for his patience, his insightful wit, and his willingness to extend his help and opinions on all Avalon Hill efforts. We can but wish him all the best, and be thankful that he will continue to favor us with (hopefully) frequent and lengthy visits.

Progressing on to the good news, Avalon Hill welcomes on three new staff members—all names familiar to the strategy gaming community.

Craig Taylor took up his position on the design staff of Avalon Hill in early January 1984. A well-respected designer and innovator, he has designed games for Battletline, Gametime Games and Yaquinto Publications over the past ten years and has over forty published design and/or development credits. Many of these should be familiar to *GENERAL* readers since they are among the current favorites in the Avalon Hill line—*WOODEN SHIPS & IRON MEN*, *AIR FORCE*, *DAUNTLESS* and *FLATTOP* are among Craig's best-known designs. A versatile gamer, Craig also has drafted rule books for miniatures enthusiasts; both his *Rally 'Round the Flag and Ship 'o the Line* are H.G. Wells Award winners. Craig will be working on losing his southern accent and producing original game designs. His first project is a modern era game of man-to-man combat.

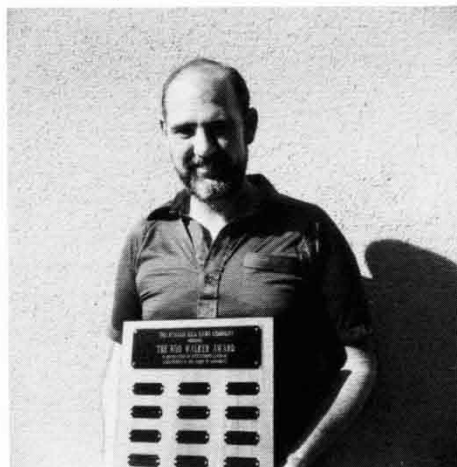
Robert McNamara, one whom the *SL* fraternity claims as a leading member, joined Avalon Hill in February. Mr. McNamara is a "hardware specialist"; his extensive contributions to *SQUAD LEADER*, *CROSS OF IRON*, *CRESCENDO OF DOOM* and *G.I.: ANVIL OF VICTORY* reflect his meticulous work. He will be assisting Don Greenwood with the *Advanced SQUAD LEADER Rule Book*, as well as taking on tasks that have been languishing for some little time and seeing them to conclusion. One of his first, to see the long-awaited revision of the *PANZERBLITZ-PANZER LEADER* system to completion.

William Peschel comes aboard to take on a number of diverse tasks. In the main, he will bear the awesome task of Managing Editor for *HEROES*, Avalon Hill's new RPG periodical—devoted to the

Infiltrator's Report

wide scope of Avalon Hill and Victory Games role-playing systems. Long a latent gamer, Bill Peschel became "hooked" on wargaming in 1972 and added role-playing to his interests in 1975 as a result of a demonstration at the second ORIGINS convention. A self-confessed egotist, Bill has held a variety of positions before coming to Avalon Hill, ranging from crime reporter to running an FRP-PBM game, "Silverdawn". A graduate of the journalism school of the University of North Carolina-Chapel Hill, he will certainly bring a professional approach to AH's latest entry into the publishing world.

To Rod Walker, recognized dean of the *DIPLOMACY* press and author of the regular column "The Compleat Diplomat" in *THE GENERAL*, the year 1983 brought numerous, if belated, honors. In the summer of 1983, Mr. Walker was awarded the *Miller Award for Hobby Service* by his peers for his seventeen years of effort in their behalf. Besides being author of the *AH Wargamer's Guide to DIPLOMACY* and numerous articles for a variety of publications, being editor of *Diplomacy World* and *Pontevedria*, being savior and current editor of the "North American DIPLOMACY Variant Bank", being founder of the "Orphan Game Project", Rod has consistently shown an integrity and professionalism in all his dealings that is the envy of many. Following hard on the heels of this award, Rod was honored by the first presentation of the *Rod Walker Award for Literary Excellence* (Mr. Walker and the plaque which will bear the names of each recipient are pictured below), administered by Mr. Larry Peery and funded by Avalon Hill. By serving as a sterling example of the intent this award, which will serve to foster the literary skills that are so vital a facet of the hobby, Mr. Walker is to be congratulated; the staff of *THE GENERAL* add theirs. Finally, Mr. Walker was elected by his peers to the *International Diplomacy Hall of Fame* in 1983. A banner year for Mr. Walker, who well deserves all these honors.



The AREA Postal Tournaments are still making slow but steady progress with final round play beginning in most games. In *STALINGRAD*, final round play has commenced between Gregory Smith, Frank Preissle and Bill Armstrong. Five players were still vying for the last two slots in the final round. *WATERLOO* finally has a Heat winner in the form of Kevin McCarthy, who will battle either Peter Landry or James Naughton in the final round. McCarthy is also very much in the running for the *D-DAY* finals if he can top Frank Preissle; the winner will take on Don Burdick for that cham-

pionship. Alan Dudderar is the only player to have taken his initial Heat in the *BATTLE OF THE BULGE*, although Jeff Power and Don Burdick look like probable winners. The other two slots are still undecided. *ANZIO* is now down to final round play between Tom Oleson and David Downing. Final round play in *AFRIKA KORPS* has begun between Joseph Beard and David Kopp, with Dale Garbutt and Frank Preissle in contention for the third slot. *RUSSIAN CAMPAIGN* has entered last round play between Ed Mineman, Pat Flory and Robert Shurdut with two Heats still undecided between Dale Garbutt and Robert Jones and between Bill Salvatore and Lonnie Kelly. Final round play in *PANZERBLITZ* has been reduced to just two competitors due to the elimination of John Sunde by Richard Leach and Bruce Remsburg. Participants in the tournament are once again reminded of the importance of placing their victory claims in an internal envelope and marking it to the personal attention of Tournament Director Don Greenwood. Many games have been recorded by the AREA Technician but not noted on tournament records due to this oversight. If you have finished your participation in the tournament and have yet to receive your forfeiture fee refund, it may be because the game was not properly reported. If you haven't received a refund within four weeks of your completion of the tournament, contact Don Greenwood with a list of the games played, the opponents and their outcomes.

Of the many entries to Contest 115, only seven tumbled to the fact that Frederick's force is out of supply. And, as Mr. Palmer pointed out in his response, at the end of the Austrian turn, the Prussians will lose one SP for being out of supply and thus be unable to create a depot unless they retreat. Moral of all this, a player should never let his cleverness blind him to the obvious. The seven clear-sighted, rules-wise winners of our *FREDERICK THE GREAT* contest: Samuel Gatto, Pittsburgh, PA; Glenda Heintz, Escondido, CA; John Holden, Danbury, NH; Mark Jurkovich, Short Hills, NJ; Rob Land, Houston, TX; Michael Palmer, Springfield, VA; and Peter Reese, Alexandria, VA.

Contest #116 focused on a seemingly hopeless situation for the Terran player in Scenario Three of *STARSHIP TROOPERS*. However, all is not lost, for:

PS transfers NUC to A/2. PS and A/1 pick up the damaged A/3 using a two-man carry and with him move to HH12, entering the Retrieval Boat.

A/2 now moves to JJ11, dropping the DAR, and then moves on to HH10, detonating the DAR.

A/S moves to HH9, dropping a DAP, on to GG10, dropping another DAP, and finally into hex HH12 and enters the Boat. The Retrieval Boat lifts off.

A/2 now NUCs the hex NN13. And finally he attacks Worker 3 in Close Combat.

This guarantees the Terrans a win by maintaining all city/spaceport hexes free of Humanoid units at the end of Turn 12 while suffering less than 25 casualty points. A/2, left behind, counts as only three casualty points, bringing the total to 23. Note that a 4-1 attack insures disruption or elimination of the target. Warrior 4 is attacked at 4-1 by the DAP. Warriors 2 and 3 cannot have a DAR or DAP detonated in their hex because of the KIA A/4, but they are blocked by the DAPs in HH9 and GG10. Worker 3 is attacked at 4-1 in Close Combat. The DAR in JJ11 attacks Worker 2 at 18-1, Warrior 1 at 6-1 and the Missile unit A at 4-1. Worker 1 is attacked by the NUC at 6-1 odds. And the Beam is blocked by RAD in NN13. The result of all this butchery is that none of the aliens can reach the city or spaceport hexes—a Terran victory.

OPPONENTS WANTED

The Huntsville Gaming Club is looking for members. Meetings twice monthly. Many types of AH/Victory Games played. For information please contact: Dudley Kidd, 2421 Redmont Rd., Huntsville, AL 35810, (205) 859-1581.

Opponents wanted for f1 rated/non-rated games in Anchorage, PB, PL, TRC, SL, COI, COD, AK, BB'81, GOA, WAS, W&S, V, VITP, AOC, SOA, CL, SUB and others. Joseph Regan, 3912 Merrill Dr., Anchorage, AK 99503, (907) 243-5297.

Novice 13 yr. old needs opponent for SL, AIW would like to learn 3R. Tony Neme, 9694 Mt. Barnard, Buena Park, CA 90620, 826-8319.

Have M-J Garland Will Travel! Adult 1650+ seeks combat, GI, COD, COI, SL, rated pfm. Rated or not f1 & OYO. Ronald Berger, 8428 Joan Lane, Canoga Park, CA 91304, (310) 716-9669.

Adult seeks pfm, or f1 AK, BB'84, FE, PL, TRC, SL, TB, David Myers, 1300 Adams #20P, Costa Mesa, CA 92662, (714) 241-0505.

BIS, COD, GOA, PAA, 3R, W&P, COI. Would like opponent 15-18 yrs. of age who has prior wargaming experience. Tim Hayes, 2027 Barbour Drive, Fairfield, CA 94533, 425-9704.

Veteran gamer, pfm 1600, looking for rated, unrated pfm TRC, 3R, PL, PB, LW, especially variant. Anyone a pfm system for SST, BIS? Wayne Earhman, P.O. Box 87, Mt. Hamilton, CA 95140.

Pbm WSIM & TRC want to learn. Also BB'81, 1st 2nd edition (General #19-2) in rated or non-rated pfm. Ron G. Garcia, 223 Norton Ave., MD, National City, CA 92050.

Opponents wanted for pfm WAT. Good reliable finishers only. Play either side. Born again wargamer will answer all responses. Mark Anderson, 3445 Stevens Ave., San Diego, CA 92122, (619) 453-1504.

Seeking pfm for BB'81 AK and WAT. Rich Canavaci, 2223 C Street, San Diego, CA 92101, (619) 235-4306.

Looking for serious pfm opponents in TRC, FE, 3R. Area rated. All letters answered. Rated 1500 pfm. Wayne Browne, 11435 Skyland Rd., Sunland State, CA 91040, (213) 353-0547.

Adult novice wants reliable pfm opponent for BL, Bill Rippeotte, 500 Limonera Ave. #54, Susanville, CA 96130, (530) 257-3332.

F1 opponents wanted in Denver area for SL, COI, COD, GI. Honor system pfm for SL system. Letters answered; unrated. Pvt. Ben Davis, 16197 E 8th Pl., Aurora, CO 80011, 364-0245.

Adult gamer seeks f1 opponents for STAL, GOA, PB, PL, BB'81. All letters answered. Will learn other AH games also. Mr. J. P. Kelly, 1909 Wells Rd., Apt. 284, Orange Park, FL 32073, (904) 269-0458.

Reliable opponents sought for pfm and f1 play for SL, COI, COD WSIM and GOA. Have proven pfm system. Bill Thomson, 7081 NE 16th Street #114, Plantation, FL 33313, (305) 587-3315.

Area 1000 verified wants rated or unrated pfm or f1 opponents for AZ, AOC, BIS, BB'81, WSIM, FE, JU, LW, MD, TRC, SST and 3R. Robert E. Blake, P.O. Box 888, Morrow, GA 30260, (404) 961-0885.

Experienced adult gamer looking for opponents, over 21, for COI, COD, GI series. FE. Have played many others. Main area of interest WWI. George Sedivy, 2208 Woodland Cr., Naperville, IL 60565, 357-2454.

Area 900 seeking f1 in Chicago area. 3R, TRC, AK, JU, BIS. Also pfm AK, TRC will travel. Louie Tokarz, 6242 Rio Verde, Oak Forest, IL 60452, (312) 535-2755.

Wanted: pfm opponents for SL, COI, COD, GI. Experienced players only. Russell Wood, 331 Alice Ave., Ogleby, IL 61348, (815) 003-3581.

F1 opponents wanted for 3R, SL, COI, COD, CAE, AK, MD. I will also learn others. Robert Balinski, 7407 Larchwood Lane, Woodridge, IL 60517, (312) 969-4137.

Anyone have pfm system for GE77, 1776, WAS or VITP? Will pay for postage. Phil Byers, 5014 Kirkshire, South Bend, IN 46614, (219) 291-2240.

There has to be someone in this area playing at the GI level. Test your mettle against noble blood. Don Clouse, 1025 St. Francis Ct., #13, Louisville, KY 40205, (502) 451-8357.

Looking for f1 play in Houma. Will play all AH wargames. Am experienced and enjoy introducing new players to the hobby (area) rated. Jeff LeBoeuf, 1353 Grand Caillou Rd., Houma, LA 70363, 879-4736.

New Orleans area gamers. We conflict simulate every week. Richard Cuscia, 4725 Chastant St., Metairie, LA 70002, (504) 454-3847.

Adult couple seeking same locally for f1 MP games to play weekly. CIV, MR, DUNE, DWTC, CON, KM, CM and WIZ. Dan Williams, 316 Elmwood, Shreveport, LA 71104, (318) 868-2369.

Mature 1300+ opponents wanted for pfm for BB'81, WAT, DD, AK, GRAD. Prefer 21 yrs or older. Roger Grezicki, P.O. Box 9265, Baltimore, MD 21222, 477-3880.

Wanted: f1 opponent for AZ (you play Germans) or BL (you play Blue). No assassins please. Steve Janzen, 3206 White Ave., Baltimore, MD 21214, 426-3162.

1776, CL. Have been playing infrequently for 12 years. Looking for history oriented, reliable, f1 opponents. Louis Joseph Sheehan, 3018 Rear Apt., O'Donnell St., Baltimore, MD 21224, 675-5594.

Looking for players for a friendly Civilization weekend. Will host game and have plenty of room for out of towners to spend night. Will also travel to same. Frances Scigliano, 3206 White Ave., Baltimore, MD 21214, (301) 426-3162.

Wanted: f1 players for existing Spats Pro Football League. Start new season 7-84. Draft, trades, etc. Serious inquiries only! Kevin Combs, 11225 Old Balto. Pike, Beltsville, MD 20705, (301) 937-2495.

Need dependable f1 opponents for SL, COI, COD, GI to have large scale war, desperate. Win Groeneweg, 3031 Bellechase Road, Fallston, MD 21047, 557-9183.

First year gamer seeks same or patient veteran for pfm or f1 for PB, 3R, NAP, SST. All letters answered. Robert Battle, Route 1, Box 218, Mechanicsville, MD 20659, (301) 373-5111.

24-yr. old kurt seeks f1 opponent in FT, BR, beginners SL. Kurt Schwerin, 18 Hillside Ave., Bedford, MA 01730, 275-6898.

Opponents wanted to pfm FE, AZ, GOA, 3R. Also want to play VITP, FT, but need system. Will also f1 in the Boston area. Mario Ramirez, 134 Englewood Ave., #3, Brookline, MA 02146, (617) 232-1569.

PBM or f1f opponents for RC, FE or BB. All replies answered promptly. Area rated 1500. Adult only please! Jim Fink, 561 Hudson Road, Sudbury, MA 01776, (617) 443-4046.

Need Allied pfm opponents for 1776 and Variant Montcalm and Wolfe 1759. Scenarios of MD, WAT, PB, CL, GOA, 1914, AL, Malia, PL, CAE, BB'65. Tom Scholle, 316 N. Oak, Eldon, MO 65026.

Highly rated, 1784 FED, undefeated as Allies in pfm 3R. Looking for skilled Axis opponents. I have a system. Peter Garman, 7763 Davis Dr., St. Louis, MO 63103, (314) 727-2816.

Adult novice wants reliable pfm opponents for FE, PB. Also f1 SOA. Willing to learn other AH games. Charles Blair, Rt. 4, Box 722B, Springfield, MO 65802, (417) 866-4730.

Jersey Wargamers meet first and third Fridays, first and third Sundays, each month. For info: Days—Bob Wielgos (201) 341-9664; Evenings—Bob Hahn (201) 276-3553, 596 Brookside Place Cranford, NJ 07016.

Area 900+ PL, SL, VITP, pfm, f1f these plus more need good system for SL; use VITP system from General, Dennis Fink, 316 Shore Rd., Danville, NJ 07834, (201) 627-3987.

Wanted: 1st AH edition of Tactics (= 1958); name your price. Vince Biancamano, 3 Vanderbilt Place, Apt. 12, North Arlington, NJ 07032, (201) 991-7787.

Opponents wanted f1 or pfm SL, COI, COD, PL, DD. Need system PL have for SL, COI, COD. Dan Johnson, 93 Parkway Ave., Amityville, NY 11701, (516) 842-6034.

Area rated 1500 seeks pfm pfm TRC with 1400+ opponents. Play either side. Have very good pfm system. Mike Noel 219PCS, Box 7, APO, NY 09083.

Will take on rated or unrated players pfm in PL, CL, 3R, COI, AK. Will answer all letters. Have systems. Kevin Ranzoff, 1175 Collage Ave., Elmira, NY 14901, 733-0233.

Area 900 (pro), i needs rated pfm opponents for GOA, PAA, MD, SL, VITP, W&P and TAC. All letters answered. Yuichung Lee, 265 Cherry St., Apt. 20G, New York, NY 10002.

Area opponent wanted for PK. Friendly competitive, match assured. Adults only. My rating about 1700 pfm. Bob Rowley, Box 228, Pittsford, NY 12565, (518) 672-7686.

Veteran hot shot, looking for someone to teach him a lesson in a pfm game of TRC, VITP BB'81, FE. All replies answered ASAP. Steve McDonald, 15 Lafayette St., Plattsburgh, NY 12901.

Teen-ager wants opponents for SL, COI, W&P, BB'81 and KM. Prefer f1 but will try pfm. Matt Gregory, 177 E. Parkway, Rochester, NY 14617, 342-1850.

Russian, area 900, wants to spill German blood. Pbm TRC, PB, SL, STAL. Also WAT, AK. Are you there Kraut? Dennis Stames, P.O. Box 18815, Asheville, NC 28814, (704) 252-0484.

Adult gamer wants friendly f1 opponents for SL, COI, COD and GI. New to area, any club? Dale Rutschow, 18 Balmory Cir., #1, Durham, NC 27707, (919) 492-4250.

GI opponents sought in the Forsyth County area. Also commanders needed for a campaign game of TLD. Raymond Woloszyn, 7162 Mantlewood Lane, Kernersville, NC 27284, 996-5677.

Adult gamer seeks pfm for VITP, GE, PB, and LW. Will answer all letters. Would like to participate in wargame club. Anyone interested? Art Randall, 2251 Owensdale Drive., Dayton, OH 45439, (513) 293-3430.

Wanted f1 opponents in Toledo area, prefer area rated, but am flexible. Have most AH games, especially interested in COD, 1776, SUB and GE. Jeff Miller, 2468 Tracy Rd., #2, Northwood, OH 44819, (419) 666-6514.

Serious adult novice gamer seeks pfm opponents for BB'81, DD and TRC. Teach me your system! Have home computer—Com 64. Mark Beck 516 Center Ave., Carnegie, PA 15106, (412) 276-7182.

Looking for f1 opponents in the Pittsburgh area. Will play most AH games but prefer SL, COI, COD, FT, TRC, FE and BB. Ron Fedin, 112 Gleggery Dr., Coraopolis, PA 15108, 457-8624.

Adult gamer wants f1 or pfm for GSI, SL series, AF, non-area Harrisburg, PA. Lewis Butler, 630 Congress Ave., New Cumberland, PA 17070, (717) 774-3833.

Adult wargamer looking for pfm opponents for any of the following: BR, FTW, SOA, PAA, BB'1, FRED. All inquiries answered. Samuel Garris, 725 Bennett St., Pittsburgh, PA 15206, (412) 362-7555.

Experienced adult gamer new to area, seeks f1 opponents in SE, PA or DE. Any AH wargame. Jim Loman, 711 Maple Drive, West Chester, PA 19380, (215) 431-1814.

16-yr. old veteran looking for f1 opponents for 3R, SL, COI, COD and GI. Interested in starting a group in the area. Transport limited. Mike Paniera, 831/ Weekpaug Rd., Westerly, RI 02891, (401) 322-8998.

Seeking pfm opponents for GOA, FE, TRC, BB'81, W&P, AZ. Will play to completion f1 if you live in area. Gerald L. Bowers, 1406 Park, Deer Park, TX 77536, (713) 479-2030.

Adult gamer seeks opponents for PB, PL, AIW. Robert Zufall, 9515 Stockwell, Houston, TX 77031, (713) 495-2430.

Pbm opponents wanted for BL and WAT. Your choice of side. A. Viterio, 4523 Raleigh Ave., #202, Alexandria, VA 22304, (703) 370-1102.

Politesse, the Dale City journal of negotiational nonwargaming, offers announcements of f1 multi-player games in the greater Balto.-Wash. area, including DIP, CIV, BR, others. Ed Wrobel, 3932 E. Foreisdale Ave., Dale City, VA 22103, (703) 670-3489.

Wanted new members for our Danville Sports and Wargaming club. We own 100+ games. Also pfm STAL, SUB, W&P, GOA, Wade Sutherland, 183 Dalton St., Danville, VA 24540, (804) 798-3030.

1400 Area desires pfm of FRED. I have a system area games only. Also pfm of TRC desired any side. Albert Miller, P.O. Box 641, VMI, Lexington, VA 24450.

35-year old, wants f1 players for KM; weekend in Richmond area. Will host or drive up to 200 miles. John R. Cole, 4029 Mt. Vernon St., Richmond, VA 23227, (804) 266-2335.

Area 900 player wants pfm PB, rated only; see scenario I'll choose side. All replies answered. Johann Schiemermeister, 2155 Lilly Rd., Elm Grove, WI 53122, (414) 884-1389.

COLLECTORS CORNER

Many out-of-print, AH games for sale. All most go, getting out of wargaming. Bid welcome. Lee Lasky, 645 N. County Club, #129, Mesa, AZ 85201, (602) 833-1698.

Wanted: photocopies of all GE material in Vol. 15, No. 2 and all CH material in Vol. 12, No. 6. I will pay for copying and mailing. Kevin Thomason, 2454 Big Oak Drive, Santa Rosa, CA 95401.

Buy, sell, trade old AH games and mags by National Computerized Service. Many available. Send SASE for details. John Farewell, 61 Midland Ave., Stamford, CT 06906, (203) 327-0919.

For sale—numerous AH games. On scale of 1 (poor) to 10 (excellent) they rate 7+—Under 18 come with adult. Ken Butts, 6 Meadowbrook Rd., W. Hartford, CT 06107, 521-2891.

For sale: large list of out of print AH wargames and magazines, also General variants. Send stamp for lists. Wally Williams, Jr., 611 SE 1st Ave., Gainesville, FL 32601, 904-373-1175.

For sale: The General, 13:4-5; 14:1, 3, 5; 15:2-3-6; 16:1-4; 17:1-6; 18-1-5 and 19:1. Robert Kruck, 2122 N. Hwy. 21, Prairie View, IL 60669.

For sale: most clear out old games. Low prices. Send SASE for list. Charles B. Baker, R.R. #2 Box 175C, Pekin, IN 47165, (812) 967-2693.

Greatest sale on earth! Over 150 games and magazines! Lowest prices anywhere! Must sell entire collection, most good to mint condition. Send SASE for complete AH list. Bill King, 1517 5th Ave., S.E., Cedar Rapids, IA 52403, (319) 366-2036.

For sale: 20+ games. At least 10% off. Postage will be paid. Send SASE for list. Steve McLaughlin, 1003 W. 88th Terrace, Kansas City, MO 64114, 444-8015.

Games for sale/trade! AH classics, 3M, Battleline, more! List #4 now available (SASE please). Your search is now over! HM Levy, P.O. Box 197-G, East Meadow, NY 11554.

For sale: 50+ games and magazines. All good/excellent condition. Send SASE for list. Some AH collectors items. Collectors' items. S. N.A.S., P.O. Box 2664, FPO, NY 09560, (809) 239-8111, ext. 6154.

Will sell 1st ed. 3R or trade for BB, Statis-Pro Baseball, Intern. Stock Market, Stocks & Bonds, Point of Law, (any one). Joseph Eisen, 96 Pleasant Plains Ave., Staten Island, NY 10309, (212) 948-5270.

For sale: part of my wargame collection. Out of print. Send SASE to: Chris Gomolia, 5581 West 54th Street, Parma, OH 44129, (216) 845-7674.

Selling out! Many old AH titles to choose from and SASE to: Ron Kehring, 3128 Thompson Rd., Antioch, TN 37013, (615) 361-6402.

Generals for sale or trade: From Volume 1. Send SASE for list (send your wants) Also some out-of-print AH games. James A. Lang, 525 South 1600 East, Spanish Fork, UT 84603, (801) 798-7800.

For sale or trade: Good GE77 and 94 required. BL with expansion module and others. Send SASE for list. Include trade letters. R.M. Bedard, 2204 Maple St., Cross Plains, WI 53528.

Wanted: Generals Vol. 14, Nos. 1,5,6 and Vol. 15, Nos. 1,2,4,5,6 in fair to excellent condition, with all inserts. Must have General's name your price. James Crawley, Box 697, Bonnyville, Alberta, Canada T0A 0L0, (403) 826-5269.

All material in *The GENERAL* is protected by copyright and reproduction with intent to sell is strictly forbidden. Advertisers may sell photocopies of particular articles from **SOLD OUT** back issues **NO LONGER** in stock (for a listing of those issues still in stock, consult the listing at the bottom of this page), provided that they charge no more for this service than their own expenses. Anyone offering such copies for a profit or distributing copies of back issues still available will be in violation of the copyright laws of the United States.

Please print or type the ad copy. If the ad is not legible, it will not be printed. Too, no ad dealing with non-AH products will be printed and any mention of such will be excised. Ads are accepted for a single printing only. Should the reader desire that a specific ad enjoy a multiple printing, a separate number of copies equal to the number of times the ad is to be run must be submitted—although only one total payment need be included to cover the printings.

The "Opponents Wanted" advertisements appearing on this page are intended as a service to the readership of this periodical. This service will continue so long as certain editorial regulations are adhered to strictly. The editors of *The GENERAL* reserve the right to excise any part of or an entire advertisement should these not be followed.

Wanted ads will be accepted only when printed on the appropriate form or a reasonable facsimile. Such must be accompanied by the appropriate fee. This may take the form of uncanceled US postage; note that foreign postage is not acceptable. No refunds of this fee will be made, even should the ad not be printed due to failure to conform to AH policies.

Finally, due to the pressure of various deadlines, often advertisements submitted weeks before an issue appears will not be printed in that issue. Please be patient; such will be printed in the immediately following issue. Please do not specify a particular issue for an ad to appear; such requests cannot be honored.

GENERAL BACK ISSUES

Only the following *GENERAL* back issues are still available. Price is \$3.00 per issue plus 10% postage and handling charges (20% to Canada, 30% overseas). Maryland residents please add 5% state sales tax. *GENERAL* postage coupons may *not* be used for this or other non-game orders. Due to the low quantities of some back issues we request that you specify alternate selections should your first choice be unavailable. Below is a listing of each issue by subject matter; game abbreviations are italicized and found in the

Opponents Wanted ad insert in this issue and article types are identified as follows: H—Historical Background, DN—Designer's Notes, V—Variant, SR—Series Replay (sample game), S—Strategy, Q—Questions, P—PBM (postal) systems, Sc—Scenarios, A—Analysis. The largest (feature) articles are always the first ones listed in each issue. Those issue numbers printed in red indicate one-color reprints of previously out-of-print issues.

- 12-2: TB—H, DN; BB—V; BL—V; PB—SR; PL—DN; STAL—S; AZ—Q
- 14-3: AIW—H, DN, S, Q; TRC—S; 3R—S; STAL—SR; WAS—V; PB—Sc
- 14-5: SL—H, A, DN, Q; WS&IM—A; TRC—S; MD—S; SST—S; 3R—S
- 15-2: PL—V, Sc; STAL—V; 3R—V; DD—DN; RB—S; VITP—S
- 15-3: AOC—S, A, DN, Sc; TRC—V; 3R—V; SL—V; WAS—V
- 15-6: COI—A, DN, S, Sc, Q; WAS—V; AIW—S; SST—Sc; PL—V
- 16-1: AZ—Sc, S, DN; 3R—S; NP—S; PB—SR; 1776—S; DIP—S
- 16-2: BIS—A, Sc, H, DN, Q; PB—SR; AK—S; 1776—S; WS&IM—S
- 16-3: PL—A; WAS—S, H; TB—Sc; COI—SR; 1776—S; MD—V
- 16-4: MR—A, V, DN, Q; COI—S; 3R—S; TRC—SR
- 16-5: TRC—S; SUB—Sc; SST—S; WAS—S; PB—V; RB—V; NAP—S; COD—Q
- 16-6: DUNE—A; DIP—V; OS—V; AZ—DN, Sc, SR; PB—A, PBM
- 17-1: W&P—A, DN, V, Q; 3R—S; COI—S; MD—V; COI—A; MR—V; LW—S; WAS—SR
- 17-2: COD—A, Sc, Q; WAT—Sc; VITP—SR
- 17-3: AK—S; 3R—S; COD—S, Q; AF—A, DN; TRC—V; VITP—V; COI—SR
- 17-4: FE—S, P, DN, V; MD—V, Q; COI—SR; VITP—S; 1776—Sc; WQ—A; SST—V; NAP—S
- 17-5: CM—S, V, Q; RW—V; SL—V; STAL—V; PL—S; 3R—S, SR; CAE—V; KM—S; MR—S
- 17-6: STAL—S; WS&IM—V, Sc; WAS—V; 3R—SR; SL—S; TLD—Q; CL—S; VITP—S; TRC—S
- 18-1: FTW—A, Q; BIS—S; SL—S; DUNE—V; DIP—S; AK—A; PB—SR; AL—S; W&P—S
- 18-2: AF—A, Sc, Q; AK—V; 3R—DN; TB—V; SL—S, Sc; AIW—V; VITP—S; DIP—S; DD—S
- 18-3: GOA—S, DN, V, Q; AOC—V, Sc; AK—S; VITP—V; SL—S, Sc; WS&IM—SR, P; DIP—S
- 18-4: GL—H, V, A, Q; SL—Sc, A; LW—V; W&P—SR; AOC—S, P; FE—V; WAS—S; AK—S
- 18-5: 3R—S, A, V, DN, Q; SL—S, A, Sc; TRC—V; TB—V; RW—V; CL—A; DUNE—V
- 18-6: FT—A, Sc, V, DN; VITP—V, Q; MD—S, Q; SOTN—A, Q; SUB—Sc; BL—V
- 19-1: SOA—A, V, DN, SR, Q; TLD—A, Q; 3R—S, Q; DWT—DN; TB—A
- 19-2: BB—H, Sc, S, DN; TLD—A, Q; SL—V; 3R—S; SOA—SR
- 19-3: GSL—A, Sc, V, SR, Q; DIP—A; RW—Sc; GE—V; 1776—Sc; LRT—V, Q; SL—A
- 19-4: CIV—A, V, DN; CM—V; DIP—A; GL—V; AL—V; TR—Sc; WQ—Sc; SL—A; 3R—S, Q
- 19-5: SON—A, S, H, Q; W&P—S, Q; DIP—A; WAT—V; WS&IM—Sc; SL—A
- 19-6: VITP—PBM, SR; 3R—V, Q; DIP—A; FT—V; BIS—V; NW—A; SL—A, Sc; SUB—V, Sc
- 20-1: GI—S, A, DN, V, Q; VITP—SR
- 20-2: TT—A, DN, S, Q; MR—V; LRH—A; SL—Sc; W&P—V; GOA—S, Q; DIP—A; PL—V
- 20-3: FRED—S, V, Sc, Q; PB—A; 1776—Sc; DWT—S, V, Q; DIP—A; CON—V, S
- 20-4: FITG—S, A, Q; SST—PBM, V; AW—A; DUNE—PBM; DIP—A; SL—DN, A, Q; BL—S; KM—V



NEW for the JAMES BOND 007™ Game

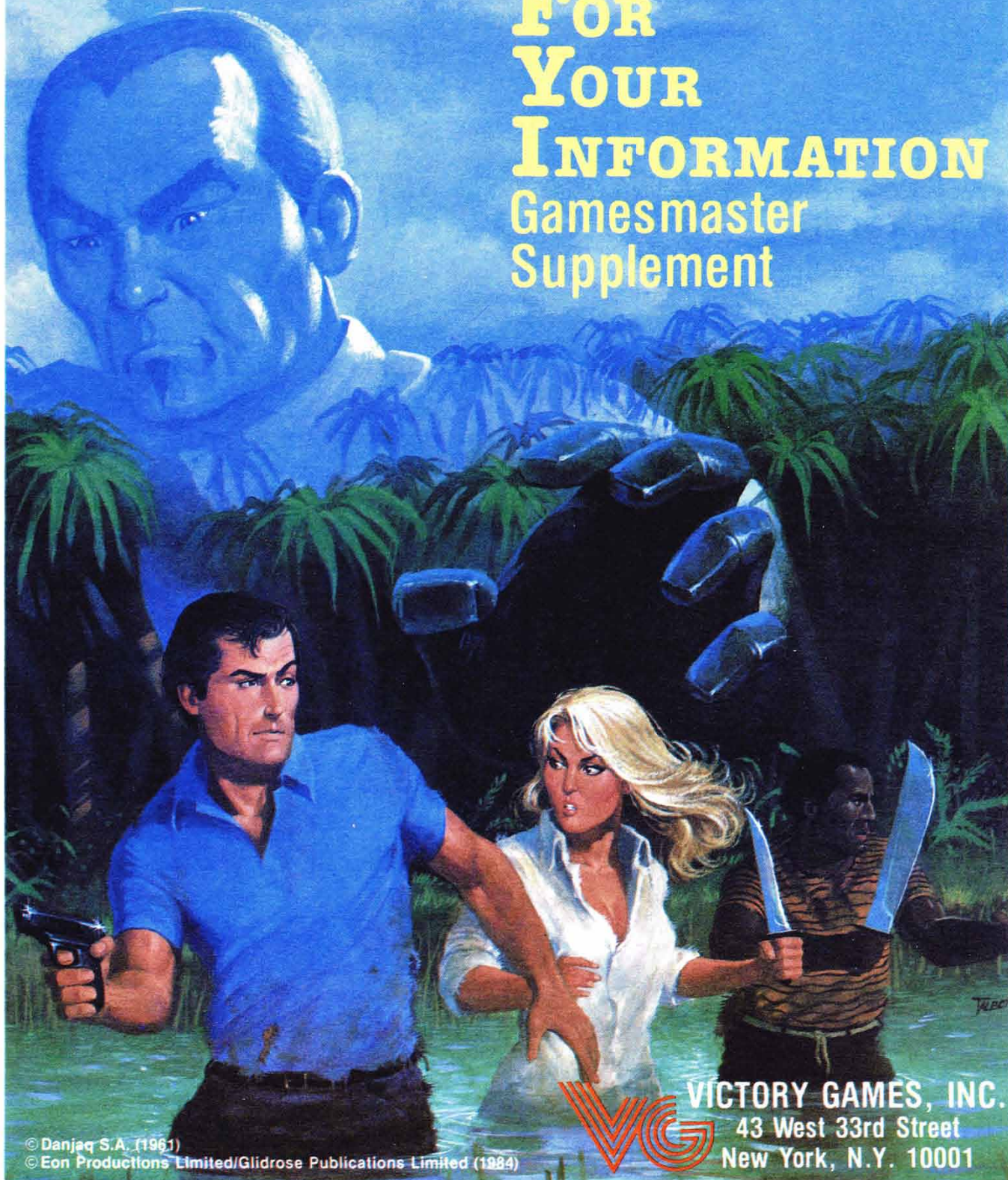
Dr. No

Adventure

Role Playing
In Her Majesty's
Secret Service



**FOR
YOUR
INFORMATION**
Gamesmaster
Supplement



© Danjaq S.A. (1961)

© Eon Productions Limited/Glidrose Publications Limited (1984)



VICTORY GAMES, INC.

43 West 33rd Street

New York, N.Y. 10001

\$25.00

Unique Card Card of Tactical WW2
Combat

INSTRUCTIONS:

Instructions: Each category by placing a number ranging from 1 through 9 in the appropriate space to the right (1 equating "excellent"; 5, "average"; 9, "terrible"). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *FRANCE 1940*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 19, No. 4. Sub-categories are indicated by italics. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for **Complexity** and **Year of Publishing** have been provided; do not rate these categories.

1. Overall Value
2. Components
 - 2a. Mapboard
 - 2b. Counters
 - 2c. Player's Aids
3. Complexity
 - 3a. Complexity
4. Completeness of Rules
5. Playability
 - 5a. Excitement Level
 - 5b. Play Balance
6. Authenticity
7. Game Length
 - 7a. Basic/Shortest
 - 7b. Advanced/Longest
8. Year of Publication

1983

\$1.00

\$1.00

Good for Postage Charges Only on Complete Game Purchases

This coupon is valid only for mail order purchases of complete games direct from Avalon Hill. Each postage coupon entitles the sender to deduct up to \$1.00 from the postage charges of any order for a complete game provided the amount deducted does not exceed the total postage charge for that order. Coupons are not usable for parts, magazines, or phone kit orders.

Shipping charges are 10% of the dollar amount of your order if sent to a USA address. Shipping costs to Canada and Mexico are 20% of the order; overseas orders must add 30%. Any past GENERAL postage coupons previously offering different values may be used as the equal of this coupon.

Example: Customer A lives in the USA and orders a \$15 game. His postage charge is \$1.50 which he may pay by sending a postage coupon and \$15. Or, if postage coupon and \$15.50. Customer B lives in Canada and orders the same game. He must pay \$15 in USA funds plus 3 postage coupons or \$15 plus \$1 for each postage coupon less than 3 which he sends.

Shipping charges are 10% of the dollar amount of your order if sent to a USA address. Shipping costs to Canada and Mexico are 20% of the order; overseas orders must add 30%. Any past GENERAL postage coupons previously offering different values may be used as the equal of this coupon.

Example: Customer A lives in the USA and orders a \$15 game. His postage charge is \$1.50 which he may pay by sending postage coupons and \$15, or 1 postage coupon and \$15.50. Customer B lives in Canada and orders the same game. He will pay \$15 in USA funds plus 3 postage coupons or \$15 plus \$1 for each postage coupon less than 3 which he sends.

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to rooting the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil *THE GENERAL*'s version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of *THE GENERAL*. With this we can generate a consensus list of what's being *played* . . . not just what is being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in Avalon Hill bias to the survey because you all play Avalon Hill games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____
2. _____
3. _____

Opponent Wanted

50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncanceled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (out of print AH games) and are accompanied by a \$1.00 token fee. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Afrika Korps—AK, Air Force—AF, Alexander—AL, Alpha Omega—AO, Amoeba Wars—AW, Anzio—AZ, Arab-Israeli Wars—AIW, Assault On Crete—AOC, Bismarck—BIS, Blitzkrieg—BL, Battle Of The Bulge—BB, Bull Run—BR, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Civilization—CIV, Conquistador—CON, Cross Of Iron—COL, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Down With The King—DWTK, Dragonhunt—DH, Flat Top—FT, Fortress Europa—FE, France 40—FR, Frederick the Great—FRED, Freedom In The Galaxy—FG, Fury In The West—FITW, Gettysburg—GE, G.I.: Anvil of Victory—GI, Gladiator—GL, Guns Of August—GOA, Gunslinger—GSL, Jutland—JU, Kingmaker—KM, Legend of Robin Hood—LRH, The Longest Day—TLD, Little Round Top—LRT, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Napoleon at Bay—NAB, Origins—OR, Outdoor Survival—OS, PanzerArmee Afrika—PAA, Panzerblitz—PB, Panzer Gruppe Guadian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Squad Leader—SL, Stalingrad—STAL, Starship Troopers—SST, Storm Over Arnhem—SOA, Struggle of Nations—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Titan—TT, Tobruk—TB, Tirame—TR, Up Front—UF, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

CONTEST NO. 117

Below are the Confederate units (including positions) for the units to be considered in Contest #117. Record the final positions, and attacks, for each for the 1:30 PM game turn. Ten winning entries will receive AH merchandise credits. To be valid, an entry must include a rating for the issue and list the best three articles.

Kershaw (T15):

Kemper (V16):

Bee (Y16):

Imboden (Y16):

6 NC (Y19):

Walton (W17):

Squires (W17):

Richardson (W17):

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)

1. _____
2. _____
3. _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____